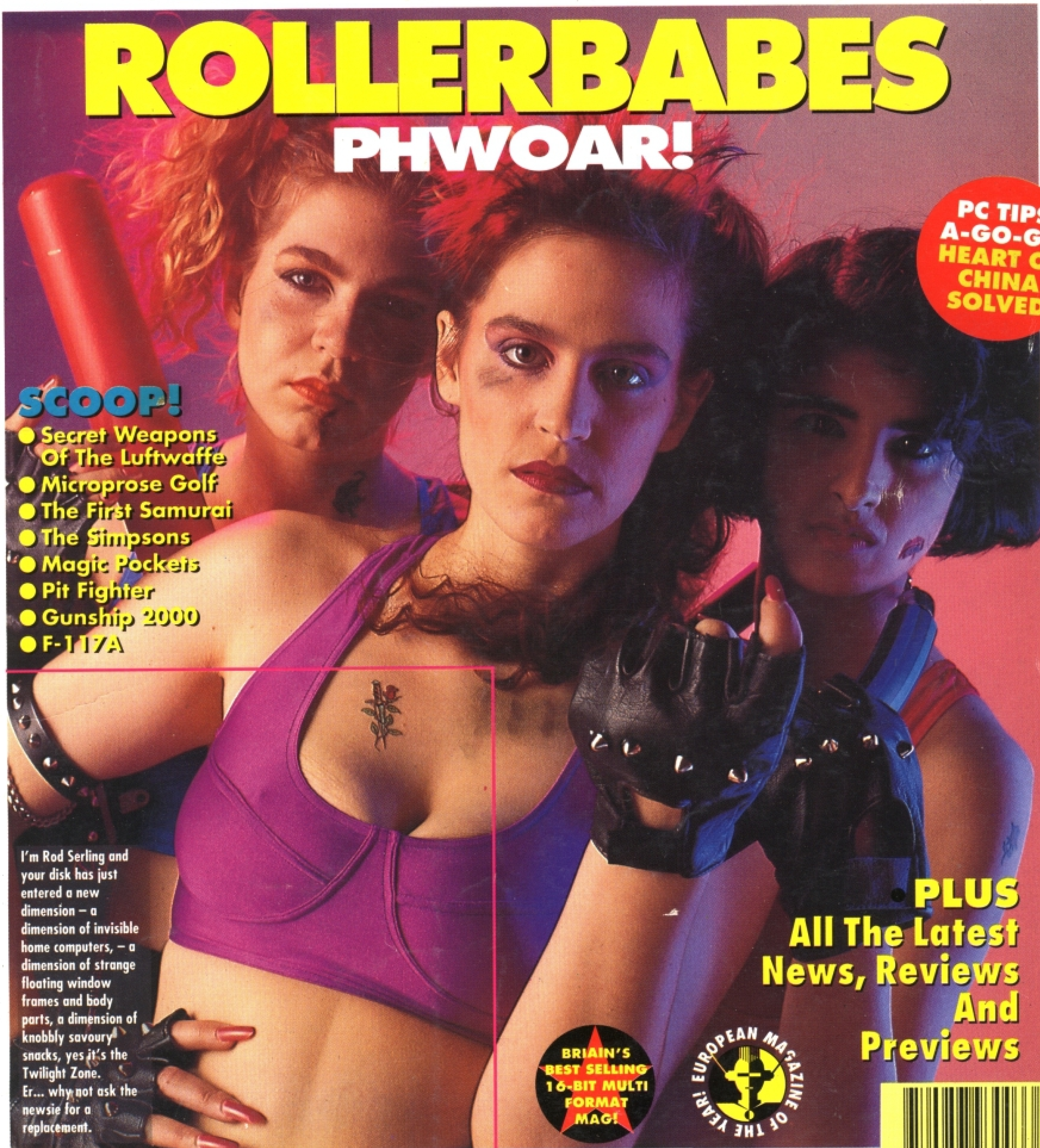
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14 Rathbone Place, London W1P 1DE.
071-631 1433

PUBLISHER Teresa Maughan

EDITOR David Wilson

ADVERTISING Simon Whitcombe/Neelam Trehan
071-631 1433

SUBSCRIPTIONS June Smith
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(Between 2-5pm only)

Published by Dennis Publishing Ltd.

ABC **53,634**

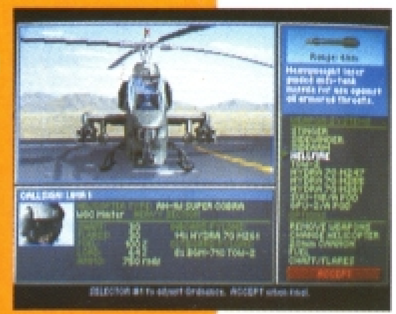
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Thanks to Advanced Consoles of London for the console carts reviewed in this month's *Console Action.*

COVER PHOTO: Chris Overton
HAIR AND MAKEUP: Gill Sanderson
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GAMES LIST

You'd better watch out, Mr Contents Page! This Games List has plans for a take-over bid!

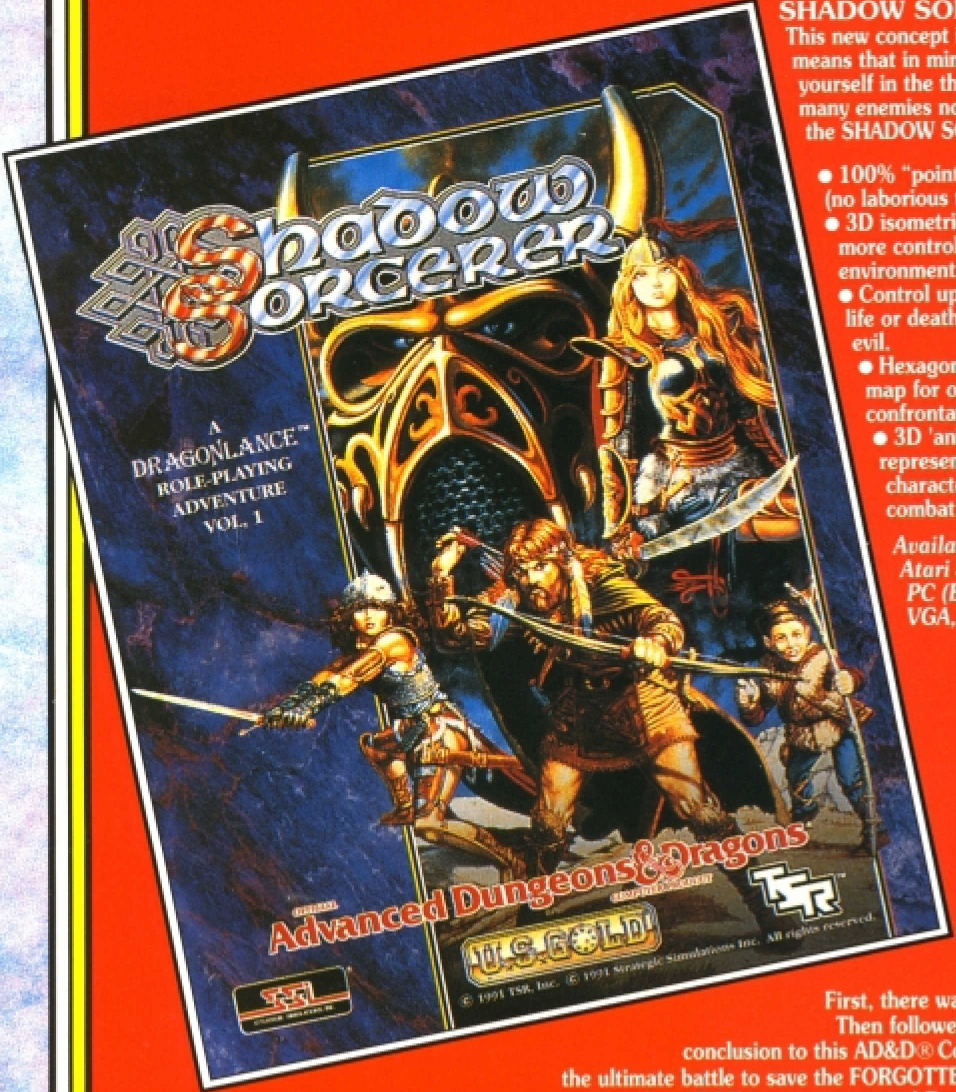


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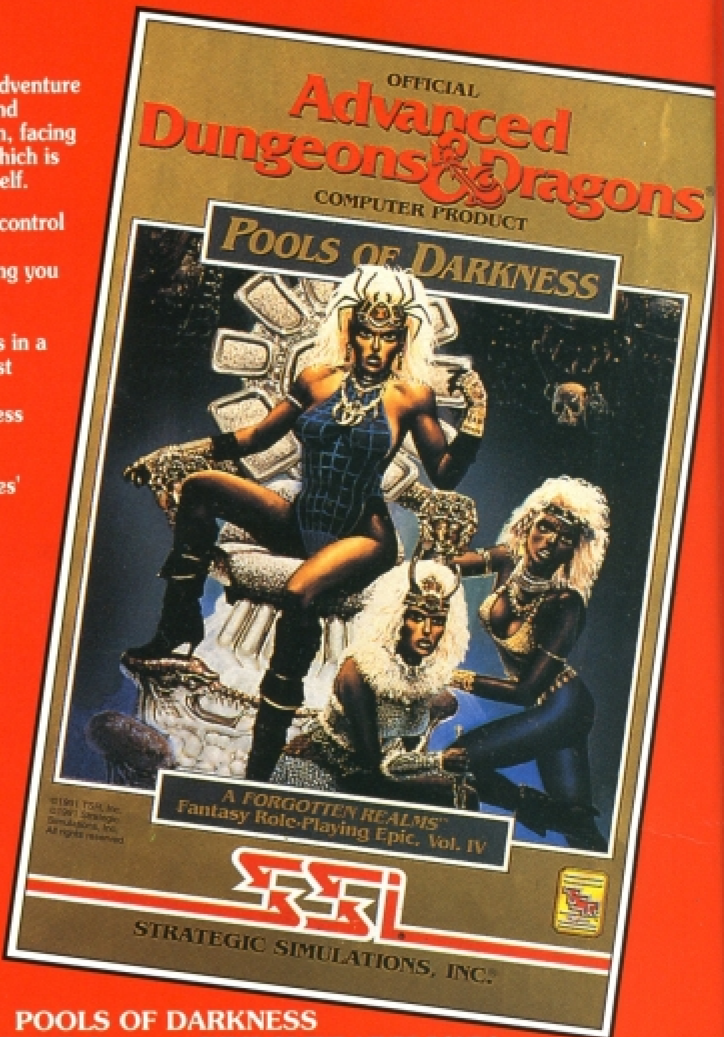


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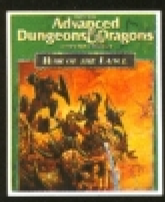
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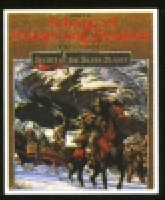
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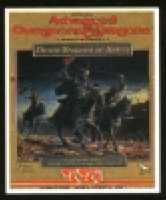
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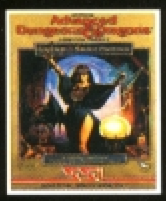
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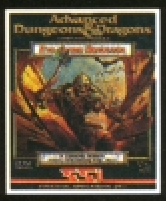
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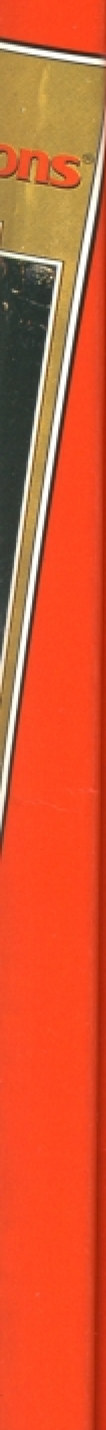
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IT'S A KINDA MAGIC

By now your free ZERO™ ninja death cover-disk box must be bursting its little plastic sides with all the playable demos, free games and exclusive levels ZERO™ has offered you over the months. Now here's another disk to try and sandwich in that space that looks like it could accomodate a disk, but in actual fact will only squeeze the back six disks out of the box on to the floor if you try to push it in there.

What you need are... *(big build up for link)*... magic pockets to keep your disks in. And it just so happens that we have two such brands of magic on ST and Amiga formats. Nice, eh? It also just so happens that 'magic' seems to be the keyword, the catchphrase, the theme, nay the amusing connection between the games on this month's ninja disk. *Magic Pockets,* the latest Bitmap™ game, featuring the Bitmap™ kid and his Bitmap™ shades; and *Magic Garden,* featuring our goal-keeping friend, Grobble the Gnome. As celebrity slaphead Paul Daniels would say: "That's magic".





MAGIC POCKETS

Qu'est-ce qu'il y a dans ma poche?" queried Jean-Jacques Luc Dupont as he unloaded, from his Citroen 2CV, the six oranges and twenty three croissants he had just recently bought from the friendly baker, Mr. Boulan.

"My grandmother's pencil, which I left in the back garden before I went swimming?" said Mrs Dupont.

"Non."

"My excercise book, which is to be found under the stairs?" Pierre Dupont asked.

"The horse meat I have just stolen from Mr Cheval the friendly horse meat merchant while I was wind-surfing in my spare time?" Marie-Clare Dupont asked.

"No," he answered unfortunately. "I have in my pockets various toys and a nightmare world populated by all manner of creatures and horrific nasties in which is secreted my best toy – namely, my bike. Therefore I am intending to enter my own pockets and recover it."

"He's really flipped this time," said Mrs. Dupont, tapping her head and saying, "Hon-he-hon," repetitively.

THE AIM

That's the story (sort of). The aim is basically to reach the end of the level with the maximum number of points, collecting sweeties and bonuses *en route*. It's not as easy as it sounds. You first have to master jumping and firing.

FIRING

The nasties come in all sorts of colours and shapes crossing genus and species, but they have one thing in common – they're not as hard as you. Well, let's face it, who could be harder than the Bitmap brat? Press fire and you will spit a whirlwind. Note the size of this missile. Hold down fire and you will release a whirlwind, bigger this time. The fist in the bottom left of the screen is your power-up meter, governing the size of your whirlwind. If the biggest missile you can muster lands slap bang on a beastie it will be trapped for a few seconds. Leap on the beast and you'll not only receive a fat bonus but also a collection of power-ups.

JUMPING

Leaping and hurdling like a rabbit is achieved by the usual up left/up right combination. You can control your falling direction in mid-air with left and right. To boing onto those out-of-reach platforms a special skill is required. Power up a mutha whirlwind and judge its trajectory so that it quits bouncing under the platform. Then walk into it and hold down on the joystick. You should rocket upwards and continue spinning until you pull down again (or until you brain yourself on a rock).

BONUS

And that's basically it. We can't really tell you any more without spoiling the hidden features like the secret rooms, the laser-helmet, and the milk for extra lives, or the 'special' tune that plays at the end. Oh well, what d'ya know - we've spoiled it. Oh well. *C'est la vie,* as Mr. Dupont might say.

MAGIC GARDEN

Grobble the Gnome, for some reason he will not disclose, is stuck in his garden. Maybe it's his birthday and his drinking pals have decided to get him bladdered, strip him naked, and tie him to a lampost with the words 'oil me' written on his forehead with green felt-tip. Maybe he's got some deeply intrinsic paranoia complex about his height and stockiness, which results in him seeking refuge in his garden, where he symbolically towers over all the little shrubs and blooms – thus reasserting his stature and relative position in the world. *(Look – just get to the point, eh? Ed)*

IT'S MAGIC

Well, anyway... this gnome is in this garden (which, of course, is 'magic'). Yeah – Grobble, right. Flowers grow in nanoseconds and amazing garden-type things keep happening. Flies buzz around. The compost heap smells. It rains occasionally. There are hundreds of useful objects in this magic garden. Grobble can collect them and use them either to advance in the game or just to muck about with. The fishing nets can be used near the pond, the ladder for climbing up to things, and the seed packets for sowing.





Yo! It's the magic garden and Advanced Lawn Mower Simulator.

1. **SOLAR PANEL:** To absorb the sun's rays and convert them into electrical energy.
2. **DECK CHAIR:** To sit on and bask in the reflection off the panel.
3. **FOUNTAIN:** To drink from when you realise the reflection is rather hot.
4. **FISH:** What you see in the pond. It reminds you that you're rather hungry.
5. **SHED:** Where you go looking for some home-grown turnips to sate your appetite.
6. **TOILET:** Where you throw up after eating the home-grown turnips.
7. **VEGETABLE PATCH:** Where you throw up again when you can't make it back to the loo in time.

UNDERGROUND

Like every magic garden, there's an underground cave system with a menagerie of creepy-crawlies, nasty bugs, and many-appendaged icks.



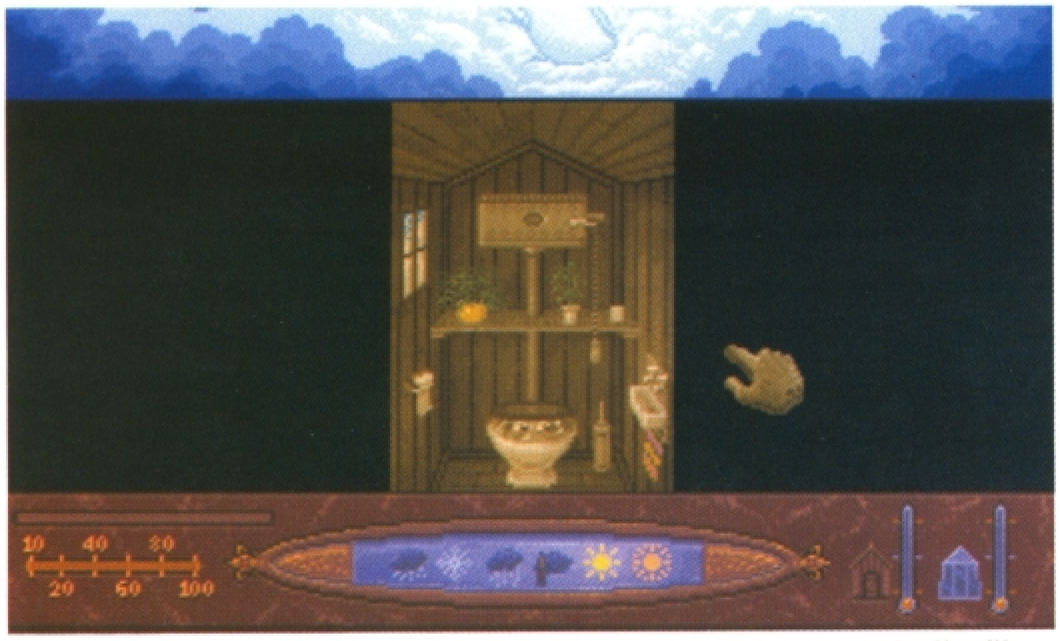


But there are more things to do than just faff about in the subterrania – there are problems to be solved, necessary to the completion of the game. Questions like: why is there a lightning conductor? Can you find the heart of the old oak tree? Don't we know a song about that? Where do the naughty gnomes keep coming from? Can naughty gnomes be arrested for the naughty things they do? And where have all the vegetables gone? Especially the cucumbers.

YOUR CHANCE

Now's your chance to find out (in a 'restricted playable demo' sort of way). The whole game has a 'total world', so this playable ninja demo obviously only shows a small area. But you *can* jump and clamber and faff about as much as you want. Use the joystick for the obvious movements. Press fire to have a view of your pockets and the objects you've collected. To select an object, place the 'hand' over the objects and press fire. And that's basically it. Not too complicated is it? The complete game will, of course, feature whole menageries of evil doodahs, a *Krpyton Factor* load of puzzles, and more amusing garden locations than Percy Thrower could shake a damp weed extracted from the *Blue Peter* garden at. *(You finished? Ed.)*

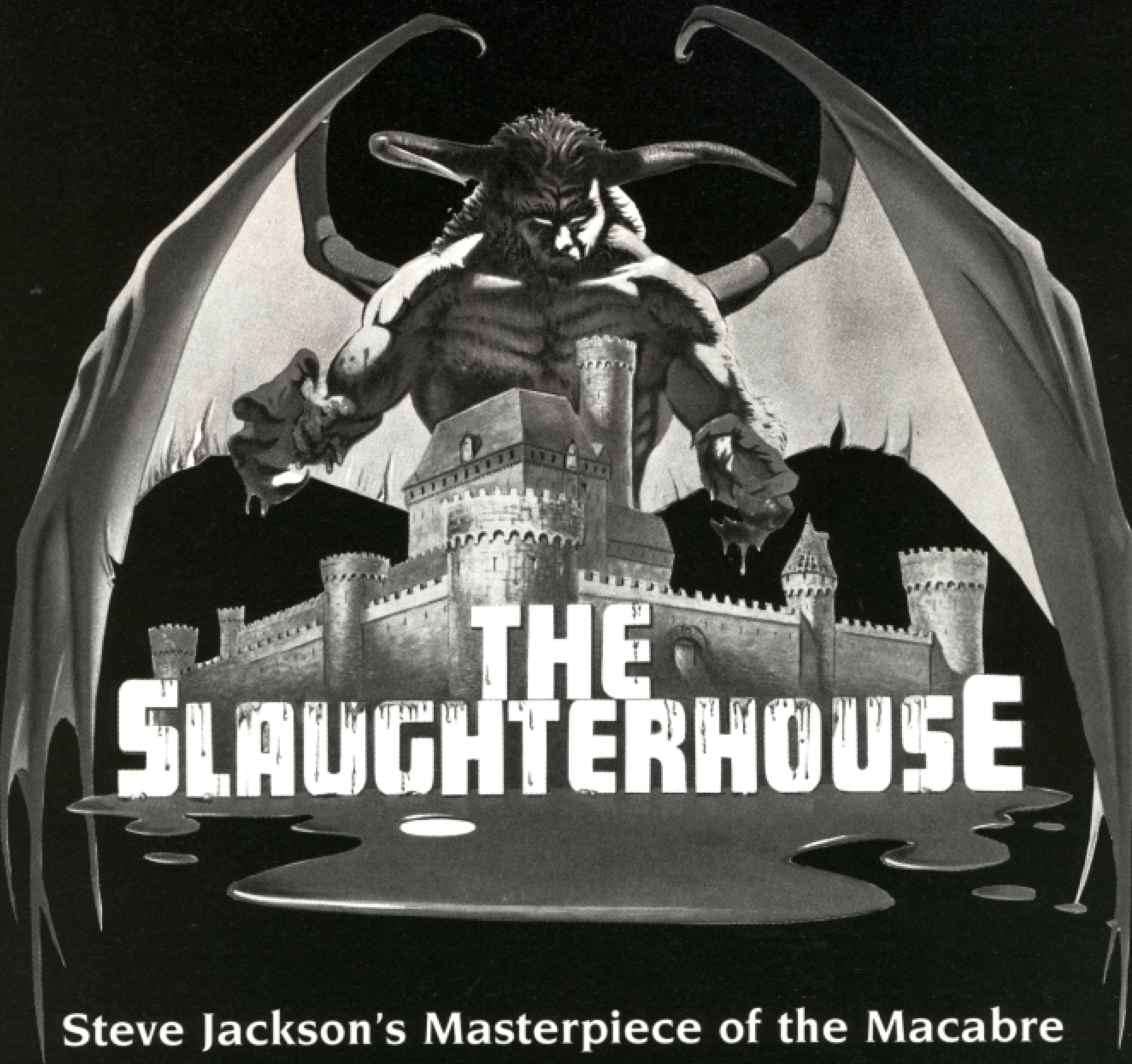




Oh no, the naughty gnomes have gone one step further than the old 'clingfilm on the bowl gag'.

DISK HASSLES?

***You got disk hassles? Le disque ne march pas? Das diskenkugelschrift arbeite nicht wunderbar? Hurdie disk nurdo ho hurdie?* Well if this is the case, and you've tried every permutation, then don't ring the office. Don't. Just pop the offending magnetic medium in a jiffy bag or padded envelope with a little cover note to explain the trouble. Send it to: ZERO Disk Returns, Production And Distribution, Tib House, 11 Edward Street, Bradford, BD4 7BH. Alternatively, if you have a query with your disk whereby you think a simple answer could rectify your leetle problema, you can ring the ZERO Disk Prob Hotline on (0274) 736 990.**



Steve Jackson's Masterpiece of the Macabre

As a captured Hero, wily Thief or even a thuggish Fortress guard, enter *The Slaughterhouse* and simply 'live' within the game. You'll find a maze of monsters to battle, puzzles to solve, games to play and riches to be plundered.

And you may also encounter *other callers* with whom you may chat, gamble or fight to the death. You can play as a series of short episodes by storing your character within the game.

There is FREE CALL TIME TO be won and £300 IN PRIZES each month.

Bonus hint: The key to freedom is today's date.

DARE YOU DIAL

0898 10 10 51

THE ULTIMATE TELEPHONE ADVENTURE GAME

IAN LIVINGSTONE'S

WAR OF WIZARDS



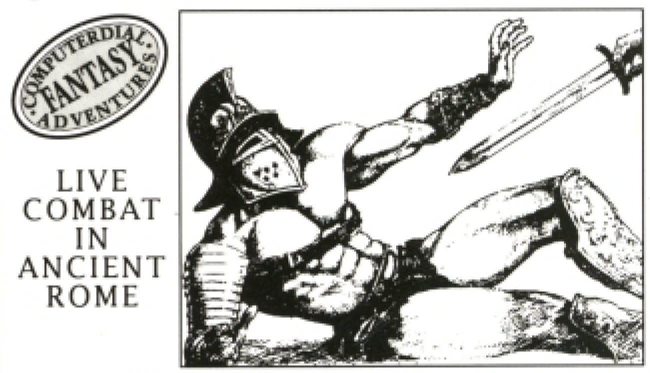
A GAME OF SPELL COMBAT

GREAT PRIZES

0898 10 10 66

STEVE JACKSON'S

GLADIATORS OF THE ROMAN EMPIRE

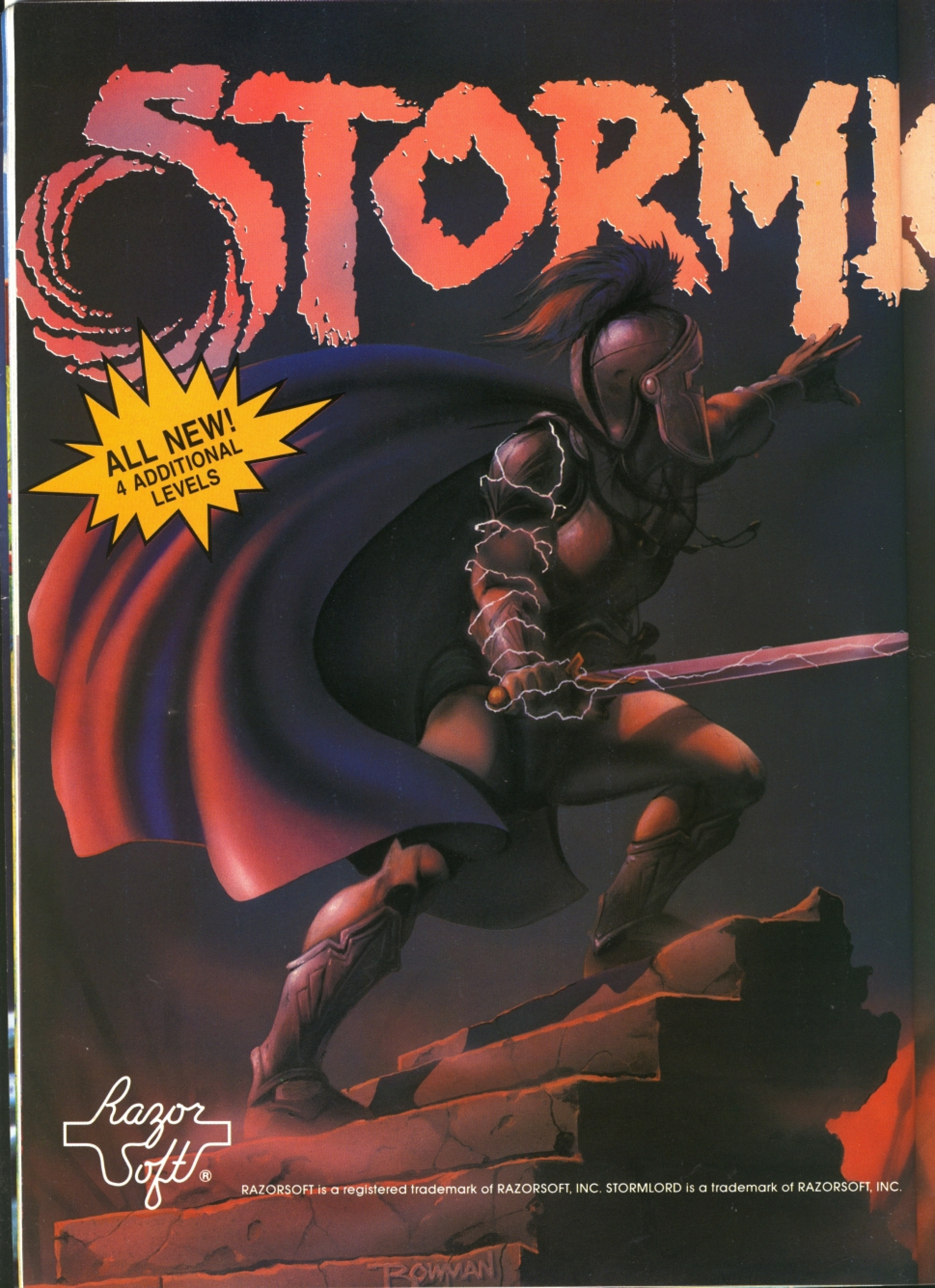


LIVE COMBAT IN ANCIENT ROME

£100 WEEKLY PRIZE

0898 800 891

Calls are more expensive than ordinary telephone calls and should only be made with the permission of the telephone subscriber. Calls cost 36p per minute cheap and 48p per minute all other times. Harrow, Middlesex HA2 7JW.


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BOWMAN



SEE RAZORSOFT IN THE FIRST ISSUE OF GAME ZONE - OUT 18 OCT

PLAY THE GAME MAN!

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







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Oi!

RUGBY THE WORLD CUP



Remember we mentioned Domark's *Rugby – The World Cup* in last Month's Grapey? Here's what it looks like. Domark's sim will be a viewed from above, multi-directional scroller with a fifth of the screen being visible at any one time. The game will feature all 16 top international teams, allow up to 16 players, on a knockout basis, to compete with each other or against the computer and will contain all the traditionally tactile tackles, tries, fouls, rucks and mauls. As the Rugby World Cup is due to begin in October, this will probably not be the first game to claim "it is to rugby what *Kick Off* is to football". So why didn't Anco beat them to it?

● Available from Domark in September on ST & Amiga, price £24.99.

PAINT ALONG WITH DPAINT IV



All you budding Roger Deans out there can now jump for joy – the latest, most sophisticated version of *Deluxe Paint* will be hitting a software store near you very soon. The new, enhanced version of the hugely successful paint and animation program has the ability to use all 4096 colours in HAM (Hold And Modify) mode. The Animation Control Panel will now feature a more user-friendly point and click interface, whilst tinting and translucency options will provide startling special effects. Also included are two art disks and a bonus utilities disk with Instant Slideshow and Player (for those stand-alone productions). And all you owners of *DPaint I, II or III* need not fret – Electronic Arts are providing upgrades costing £45, £55 and £65 respectively.

● Available from Electronic Arts in late September on Amiga, priced £89.99.



ON THE GRAPEVINE

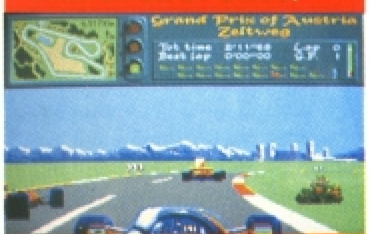
● Rumours have reached us that Atari is in the process of re-styling its popular handheld, the Lynx. Plans are afoot to make the machine smaller and far more kitten-like. Atari hopes that the new Lynx will be more user-friendly, due to its new compact size and, as it will retail at around £80, it'll inevitably be in direct competition with Sega's Game Gear. Who will win the battle of the handhelds? And will the lovable little Gameboy itself be threatened due to the Lynx's radical price drop? It's way too early to answer such complex questions, but current Lynx owners can rest assured. It's promised that the new Lynx will be compatible with all existing software.

● Some deja news here from Gremlin. The Sheffield-based coders have converted three Amiga games to the PC. **Team Suzuki, BSS Jane Seymour** and **Federation of Free Traders** should all be out September, price £29.99

● Conversely, Microprose are converting three PC games to the Amiga and ST. **Covert Action**, out at the end of the year, price £34.99; **Knights of the Sky**,

VROOM!

Spook French company Lankhor, the geezers behind *Maupiti Island* and the rather ropey *Outzone*, have suddenly come up with something that's made us go "Ooooh! Look at that!" It's a Formula 1 racing game that scrolls as smoothly as a baby's bot. So far, *Vroom!* has only been seen on an ST demo,



but the graphics make it one to watch out for – amazingly slick, smooth scrolling, neat up and down slopes, and opponent car sprites that realistically scale away into the distance. Watch out for it as you read this.

ELVIRA II

THE JAWS OF CERBERUS

Since Elvira appears to be blessed with two of everything, including two large... (*Snip! Ed.*), it seems fitting that she should have two computer games.

***The Jaws Of Cerberus* is the sequel to last year's (not surprisingly popular) *Elvira: Mistress Of The Dark*. Like it's predecessor, *Elvira II* will be a fantasy role-playing game which promises to be horrifically frightening. It hopes to contain more shocking graphics, spookier sound effects, richer gameplay and an improved point and click interface. Your mission will be to rescue poor, helpless, over-developed Elvira from the clutches of the ghastly Cerberus – a 60 foot, three-headed demon. Elvira is being held prisoner in a huge film studio, and you must hunt her out by perilously exploring three sets comprising an old Victorian house, a maze of catacombs and a spine-chilling graveyard. Each set contains rooms, passages or blood-curdling creatures like giant spiders, flying bats and flesh-eating zombies. These nasties can be destroyed by means of physical combat or the rather more thought-provoking use of magical spells. You'll be able to chart your progress by watching how quickly your body outline turns into a skeleton. Er... this'll mean you're dead and Cerberus gets to keep his *femme fatale*. Ho hum. You'll have to wait 'til Autumn for your second chance to become bosom buddies with the Mistress Of The Dark.**

● Available from Accolade in October on PC and Amiga, price tba.



Take one Red Indian... add three ping-pong balls... *et voila!*



Amiga version out November, ST version out in the New Year; and **Silent Service II**, for the Amiga only so far, is due in September, for £35.75.

● Rainbird are launching an add-on disk for *UMS II*, their enormous strategy game. **Planet Editor** allows you to create your own world – designing landscapes, cities and nations. It comes with two scenario disks into the bargain – the Pacific during World War II and South-East Asia 1946 to 1964 (sounds like a *Mastermind* topic). It'll be out for Amiga, ST and PC some time soon(ish).

● **Birds of Prey** is almost finished, according to Elecronic Arts, who are expecting to release it in November for the Amiga and ST (for £29.99) and in December on the PC. Argonaunt Software have spent four and a half years developing "the ultimate flight

ZERO DROPS A SPROG

The ZERO crew are a jealous lot and having seen reviewer Jane Goldman's new baby they decided they wanted one for themselves – and they wanted it now! None of this nine month gestation nonsense. The result is a screaming new console mag, christened *Game Zone*. It'll hit the streets on October 18 with 100 full colour pages jam-crammed with reviews, previews and news, all in the style that has made ZERO the canine's testicles of computer games mags. As if this isn't enough, issue one comes complete with a cheat booklet full to overflowing with help for the seriously inept console games player. All for the princely sum of £1.95, which is less than you'd pay for the new Chesney Hawks single (*and Game Zone*'s got more balls). All this, of course, is great news for console fans. It's also great news for ZERO readers, because with the 'birth of our new mag', ZERO's adopted mag within a mag, *Console Action* has legged it (sibling rivalry). So we'll have even more room to bring you the best on Amiga, ST and PC, more room for a new PD section, more room for pictures of Gyles Brandreth, er... in short, loads more room. It's the best of all worlds! So, console owners, remember October 18th is '*Zone* day, and for the rest of you, look out for more computery stuff in your next ZERO!

AMIGA CHART

1. **EYE OF THE BEHOLDER** SSI/US Gold
2. **F-15 STRIKE EAGLE 2** MicroProse
3. **SECRET OF MONKEY ISLAND** Lucasfilm/US Gold
4. **PGA TOUR GOLF** EA
5. **MAN UNITED EUROPE** Krisalis
6. **ARMOUR GEDDON** Psygnosis
7. **RBI 2** Domark
8. **GODS** Bitmaps/Renegade
9. **LEMMINGS** Psygnosis
10. **SECRET OF THE SILVER BLADES** SSI/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

GREMLIN IN THE WORKS

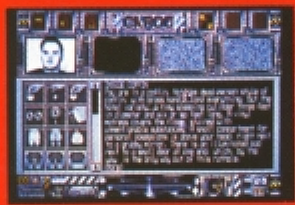
All eyes have been on Sheffield in recent months – first with the immense success enjoyed by the World Student Games (surely they didn't pass you by?) and then with the Gremlin Graphics' open day at a 'prestigious' Sheffield location. A select few were allowed a sneak preview of some of Gremlin's latest batch of games for the Amiga and ST, and there were a few corkers amongst them...



DAEMONSGATE: Top of the heap was this huge swords/magic/killing-things RPG adventure with thousands of characters, in an area over 100,000 screens large. They're planning to lob a real 5 foot sword at the first person to complete it (well, give it to them!) Out December.



VIDEOKID: If you've been watching the old goggle-box a bit too much recently, *VideoKid* can serve as a cautionary tale – it's a scrolling shoot 'em up with *Sonic The Hedgehog*-style graphics, in which you've been sucked into your TV and have to battle your way through five different levels to get out. Out December.



SUSPICIOUS CARGO: *You* are Jonah Hayes! *You* are aboard the 'Lucky Lady'! *You* are probably playing *Suspicious Cargo* – an adventure set on a space-ship, with a dozen sub-games to complete. Although *you* can't be playing it, because it doesn't come out until October. (Ha-ha – fooled you!)



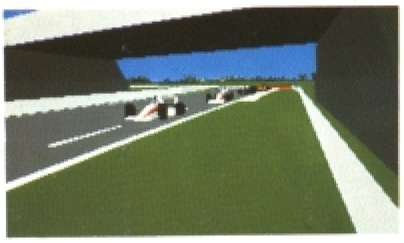
FLAG: *Flag* comes to you from Ian Harling and Simon Cooke, the *Lost Patrol* bods. Visually, it's a *Populous*-style game, with the emphisis on action. You play a village leader trying to get your mitts on the other village's flag (hence the title). Should be out before Christmas.



HARLEQUIN: Not the ultimate box-of-chocs sim, but a pretty, scrolling platform game in which the diamond-firing Harlequin must find four pieces of a broken heart and stick them back together again. Is there a doctor in the house? *Harlequin* is an October release.



GRAND PRIX



It would seem that Geoff Crammond is to car games what Ayrton Senna is to Grand Prix racing. With the success of *Revs* and the brilliant *Stunt Car Racer* already behind him, *Grand Prix* looks all set to challenge the throne of the mighty *Indy 500*. The Formula One racing sim will include 16 accurately-mapped 1991 Grand Prix tracks and 26 cars of well-known racing teams including Ligier, McLaren and Ferrari, all carrying team colours.

All cars will start the season by racing in accordance with their real-life performance in the 1990 season.

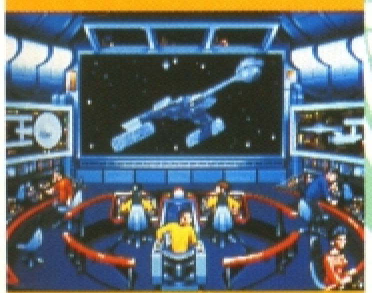
Thankfully for those of you who model yourselves on Nigel Mansell, *Grand Prix* is suitable for all standards of players, with options ranging from mastering the basic driving skills to attaining the best lap time and eventually winning the world championship. You'll also get four difficulty levels, pit stops, gear changes, 3D undulating tracks and changing weather conditions.

The throbbing question, of course, is still: will it be as good as Indy? You'll have to wait to find out...

● Available from MicroProse in November, on ST and Amiga, priced £39.99. PC version to be released in the New Year, priced £39.99.

STAR TREK

As promised, we've got more info on the hot new Interplay number, *Star Trek*. It's appearance coincides with the 25th Anniversary of the first showing on TV of that nice Captain James T Kirk and chums (not to be confused with that bald bloke and his so-called 'New Generation'). Thus the game's full name is *Star Trek: The 25th Anniversary*. But there's no time to get down and paaaaarty at this anniversary (ie no aunties getting legless on sweet sherry), because it's full steam ahead when you're going where no man has gone before.



The game combines flying the Enterprise, in a realistic spaceflight sim, with graphic role-playing adventure and some rather neat digitised graphics. The storylines come from the TV series, with lots of landing on mysterious planets and fighting Klingons.

There's also the added 'bonus' of some genuine Gene Roddenberry 'humour'. *Star Trek* comes out in October for PCs and will cost £34.99. Marketed in Europe by Electronic Arts, they'll be hitting warp factor nine to bring out an Amiga version before Christmas. Until then – beam me up, set phasers to stun...



ZERO And Radio Luxembourg proudly present...

ZERO HOUR!

Not content with being the biggest selling multi-format title in the cosmiverse, ZERO is now heading for fame on the air waves. Hurrah! In conjunction with Radio Luxembourg, *ZERO HOUR* will be the hottest, most radical computer game show ever, and will be broadcast live on Radio Luxembourg at 9pm on Tuesday evenings. What else could you do on a Tuesday night? Well, let's have a look at the telly page... (rustle rustle)... hmmm... there's a *Bandung File Special*, there's the bloody *Equalizer*, or the news... (rustle rustle)... well, there *is Rab C Nesbitt* (the only good bit on *Naked Video*, but you need to master the accent first).

Okay, so basically you've got no excuse not to tune into *ZERO HOUR*, the nearest your radio will get to broadcasting the 'mutt's nuts'. We'll be 'on air' on September 10th,17th, 24th *and* October 1st (and that's just for starters) with music, news, reviews, fab compos – including the chance to win a Miracle keyboard from Mindscape – special features on the latest releases, wacky intro screens and er... the iconolcalstic significance of sheep in computer games. It's a must!

Right – what we want to happen is for a lovely little cuddly, huggy sort of earlobe-licking relationship to develop between ZERO and Luxy to make the most of this show for everyone. We'd like to do things like compos in the mag that link up with the radio show (and vice versa). Waddya think? We'd like to hear from you if you have any ideas on how we can make the most of this new audio-visual experience! Drop us a line at the usual address if you've any thoughts on the matter, or alternatively drop a line to: **Radio Luxembourg, 74 Newman Street, London, W1P 3LA.**

Oh, and make sure you tune into the show that's just *too* good to miss! Radio Luxembourg can be picked up on 1440 KHz AM or 208m MW or in 'crystal clear' stereo on Astra Satellite. For all you toff satellite owners out there, here's how you tune in to *ZERO HOUR*. If you have an Amstrad Tuner, select the channel that shows RTL-4, the Dutch TV Station. Then select Audio 2. If you have another make of tuner that is unprogrammed, select Channel 13, TV frequency 11.391 gHz and Audio Channel 7.38 left and 7.56 right. You can now whack your tuner through your stereo and/or listen to the show whilst watching *Hurden Nürgen Nood Hoog*, a mad Dutch soap opera (or something).

PC CHART

1. **LEMMINGS** Psygnosis
2. **JET FIGHTER 2** Velocity/US Gold
3. **MEGATRAVELLER 1** Empire
4. **CASTLES** EA
5. **SIM EARTH** Ocean
6. **CHUCK YEAGER'S AIR COMBAT** EA
7. **LINKS** Access/US Gold
8. **CORPORATION** Core Design
9. **3D CONSTRUCTION KIT** Domark
10. **MARIO ANDRETTI'S RACING CHALLENGE** EA

ST CHART

1. **MIDWINTER II: FLAMES OF FREEDOM** MicroProse
2. **F-15 STRIKE EAGLE 2** MicroProse
3. **LEMMINGS** Psygnosis
4. **ARMOUR GEDDON** Psygnosis
5. **MAN UNITED EUROPE** Krisalis
6. **PRO TENNIS TOUR 2** Ubisoft
7. **RBI 2** Domark
8. **CADAVER** Mirrorsoft
9. **GODS** Bitmaps/Renegade
10. **SECRET OF MONKEY ISLAND** Lucasfilm/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.



simulator".

● Accolade have got **Mike Ditka Power Football** (who the hell's he?) out this autumn for the PC. It's not proper football, but that rough 'Stateside' imitation. That said, it promises to be pretty rip-roaring – with 3D views of the action from four directions and, according to Accolade, it'll be "hard nosed, yet entertaining" – just like Mr. Ditka, who apparently is also "hard hosed, yet entertaining" (as well as being a pretty fab American Football player).

● Another unfamilar name pops up in **Tony La Russa's Ultimate Baseball** – a baseball sim (I'd never have guessed) which promises "ultra realistic" graphics and action. From US Gold/SSI, it's out for the PC as you read this.

● Elecronic Arts is bringing out more games on its budget label, Star Performers, at the end of September. All costing £10.99, the games include: **Magic Fly** (Amiga & ST), **Match Pairs** (Amiga), **Ski or Die** (Amiga, PC), **Stormovik** (PC), **The Immortal** (Amiga, ST) and the blockbuster **Populous** on all three formats. Watch out, Bloggo!

● Audiogenic are launching (or teeing off) **Personal Pro**, a golf tutor system that aims to cure you of all your golfing problems. It's been designed by Robert Mack, who is something 'big' in the golf teaching world. It's on the PC and costs £39.95.

● A new title to watch out for in the future is **Lure Of The Temptress,** to be published by Mirrorsoft. Developed by Revolution – a new outfit formed by former Activision UK people – the game has been in the pipeline for several months and Revolution are quite confident that their new 'Virtual Theatre' system is er... "revolutionary". It's basically a rather neat non-linear 3D graphic adventure system, Grapey thinks, akin to that used by Delphine. Watch these pages for more info as it becomes available. *LOTT* will be released on ST, Amiga and PC early in 1992.

● Remember we brought you an UnderWraps on Microids back in July? Well, Palace are getting nearer to releasing it over here, sporting a new title – **Hot Rubber, Born To Burn** (!) Expect head-to-head two-person 500cc racing antics on ST, Amiga and PC in Mid-October. Meanwhile, Palace have another title in the offing – this time from Silmarils. It's called **The Boston Bomb Club** and its a 'sort of puzzle game' (apparently). Stay tuned for more information as we get it.

● Rumour has it that Mirrorsoft will be publishing a *'Choplifter* for the 90's' game early in the New Year. It's coded by Strangeways and titled *Apocalypse*.

LETTERS

Politicians, pop stars and two men called Kevin. They all come under the hammer in this month's Letters, an every-day tale of country folk. All together now... Tum ti tum ti tum ti tum, tum ti tum ti tum ti...

ONE MEG MENACE

I'm fed up (yet again) about this 0.5 Meg expansion thingy (Amiga). A lot of good games require 1 Meg and this annoys me. I can't afford £100 for the proper Commodore A501 one and am scared to send for a cheap one through mail order for as little as £25. What is the difference?

Lastly, does *Secret Of Monkey Island* require this and will *Monkey Island 2* need this 1 Meg menace?

Allan Brownie, Stoneywood, Aberdeen.

It's no coincidence that a lot of good games require a 0.5 Meg expansion thingy, since it's the extra memory that allows the programmers to go to town. However, you certainly shouldn't have to pay £100 for it. The price of expansions is plummetting and you should be able to pick one up for under £40. Secret Of Monkey Island *should work okay (if a tad slower) on a normal machine. No news yet on* SMI 2. **Ed.**

BUDGET BLUES

Can I ask why you've just raised the price of your magazine? I mean, I know it's only 5p, but us 16-bit owners have to fork out between £25 to £30 for a good game each time we want one. As you say your mag is "the best selling 16-bit multi-format mag", people obviously want your magazine, so if your sales are going so well why is it nearing the three quid mark? Also, why is there only one page for *Gutless Gully*? I mean, some of today's games are so hard we *need* cheats for them!

Steven Grove, Southwater, West Sussex.

There are two reasons behind the magazine's price rise. Firstly, the greed of Mr Lamont who wanted more VAT, and secondly, the cash flow problems of a certain editor who'd just seen a 'great deal' on a 1964 Aston Martin DBIII. As for Gutless Gully, *bigger and better things are on the way.* **Ed.**

GOLDEN OLDIES

Are there any plans to put *Hold My Hand Very Tightly* by David Wilson on the cover of the magazine? I lost my copy of this great song when I moved house, and I'm sure there are many ZERO readers out there who would love to hear Dave sing (after all, it *was* played on Radio 1).

Paul Rayner, Fareham, Hants.

In light of the current crop of re-releases hitting the upper echelons of the charts, there was talk of re-issuing Dave's (or rather Whistlin' Rick's) classic single. Then we listened to it in the office one night and changed our minds. **Ed.**

CITIZENS CHARTER?

We've all heard the piracy debate hundreds of times and how software should be protected, but what about protecting the people buying software? After all, there is nothing worse than spending a lot of your hard-earned cash on a computer game, then when you get it home it's total crap! I know you should try before you buy, but that isn't always possible. Is there a governing body similar to FAST that protects us, the punters?

I disagree with piracy because it will destroy the software industry. And if there are fewer software companies, the remaining ones will monopolise the market – which will mean even more expensive crap!

Martin Forsyth, Chigwell, Essex.

Oooh dearie me, consumers having rights – what will they think of next? Next thing we know they'll be saying people with no income shouldn't have to pay the Poll Tax. **Ed.**

A GENIUS WRITES

Okay, you guys – summer's arrived in Accrington (you can tell, it's started to rain). So it is with the sunniest of dispositions that I compose this missive to your illustrious journal. But ZERO has one problem – I can't get enough of it. Every month ZERO hits the shelves of my local newsie, I enthusiastically shell out for it, read it thoroughly, play the disk and settle in for a long wait for the next edition. Now this wouldn't be so bad if there were some half-decent magazines on the shelf apart from your own, but there aren't.

Despite their attempts, no other 16-bit mag can rival you in any way. None have the excellent review system, none have the entertaining writing style and none have the character (even the Ledbury person helps that).

It seems that you can't make mistakes (although the Thorpe bod can), so just keep up the good work – I'll just have to hibernate between issues!

P.S How about a free RS232 connector?

Kevin 'Buckaroo' Buchanan, Accrington, Lancashire.

Kind words, Kevin, but no one's perfect and we can make mistakes. Why, only last week I went to Luton! **Ed.**

HASSLE FACTS

I recently sold my VIC 20 to raise the cash for an Amiga and consequently started to buy this magazine. However, I have a complaint about the Hassle Factor box – it's not flippin' well accurate, and this is why: *Toki* (hassle factor 0). I was sitting in front of the screen for half an hour waiting for it to 'load itself'. Huh, do you know what I had to do? Well...

i) Take the cover off my computer.
ii) Plug it in.
iii) Switch the computer on.
iv) Open the game box.
v) Put the disk in the drive.

So how can that possibly merit a hassle factor of 0? And that's not to mention having to catch a bus to the shops and back to get the game *and* working for my money to afford it *and* getting up in the morning to go to work *and* combing my hair etc to look respectable *and* another thing...

James Harrison, Swadlincote, Derbyshire.

"My hair etc"? How intriuging. What is it you comb as well as your hair? Why does it take you such a long time? It doesn't bear thinking about! However, I think it's a bit unfair expecting us to take into account strange Derbyshire rituals when scoring games. **Ed.**

ARCADE ACTION

When's the computer version of that wonderful arcade game coming out? I don't know what it's called but you drop ten pees in the top and it sort of pushes them out the bottom via a moving bar. (*Whisper*) I heard the Codies were converting it.

Why don't you review some PD stuff? How's about my wonderful text adventure *Dead Or Alive...?* From Budgie? End of plug.

Kev 'Chaos' Davis, Burton-on-Trent, Staffs.

What a lot of people called Kevin there are on this page! Yes, in it's own small way, ZERO is working to rehabilitate the name Kevin. Did you know there was a Saint Kevin? (But nobody can remember what he was Saint of.) If anyone does a PD Kev Sim we might well review it. **Ed.**

WRITE TO: THE ED, ZERO, 14 RATHBONE PLACE, LONDON W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
All letters win a ZERO badge.

UNDER WRAPS

ROLLE

THE DIRECTOR'S CHAIR

Music... lights... action... roll 'em!" Here we go with a matinée presentation of the next Cinemaware box-office hits!

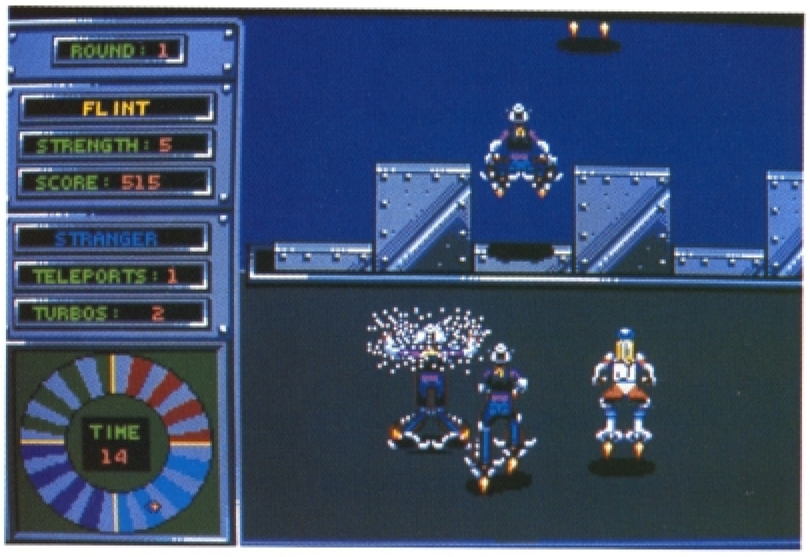
"Hold on a minute!" (*Reader's voice.*) "I thought Cinemaware had gone bust!"

Er, well... it's true that the California-based company had financial difficulties that forced head honcho Bob Jacobs to call it a day and set up his own console development company, called Acme Interactive. In recognition of the fact that Cinemaware was its 'most popular affiliate label', Mirrorsoft was understandably a tad upset at the prospect of losing it. As a consequence, a deal was struck whereby the Cinemaware name became the property of Mirrorsoft, with all development to be carried out by Acme. So it came to pass that the label responsible for such titles as *Defender Of The Crown, Rocket Ranger, It Came From The Desert* and the *TV Sports* series was raised from the dead by Mirrorsoft, the company behind Cinemaware's UK marketing.

"Oh." (*Reader's voice.*) "So it's a bit like Jesus Christ then!?"

That's right – now back in full flow, we can expect to see the three newest titles in the *TV Sports* series, plus the forthcoming *Rollerbabes*!

Right... the show must go on, so - Action!



Things are getting tough out there! One of the Stud Lites is caught in one of his team's traps. (*Cue squelchy noises.*)



They're rough, they're tough and, er... in fact, they also score rather high in the 'raunch bucket' stakes. They are the Rollerbabes – the meanest bunch of roller-skating sex kittens to appear on your TV screen/ monitor since Audrey from *Twin Peaks*. As well as being the moniker of the team, *Rollerbabes* just happens to be the title of the forthcoming computer game to be released by Cinemaware.

The game is based upon a futuristic 'sport' that's so violent it makes a footie match between Argentina and Cameroon look like a performance by the Bolshoi Ballet! It's sort of hard to describe really, but it sez here it contains elements of hockey, wrestling, boxing and a myriad of other 'cult sports'. Probably the nearest approximation I can think of is the sport of 'roller derby'. Anyone who's seen Raquel Welch in *Kansas City Bomber* will know what I'm talking about.

It basically entails loads of girls roller-skating around an arena. The main object, as I recall, is to chase after a ball – in pursuit of this aim absolutely anything goes, including flatening all your opponents with some rather heavy-handed knuckle sarnies! This is pretty much the same sport that the loveable Rollerbabes indulge in – except it's a tad more violent, of course! The inclusion of some rather fiendish traps dotted around the arena is just one futuristic addition – they can make mincemeat of the unsuspecting skater!

The Rollerbabes are apparently the nation's favourite team, and frankly this is hardly surprising. They consist of a bevy of beauties who'd probably appear more at home on Malibu Beach rather than a bone-breaking, blood stained stadium *and* all their rival teams comprise the likes of traffic wardens, country bumpkins and fat blues musicians to name but a few. No wonder they're so flippin' popular.



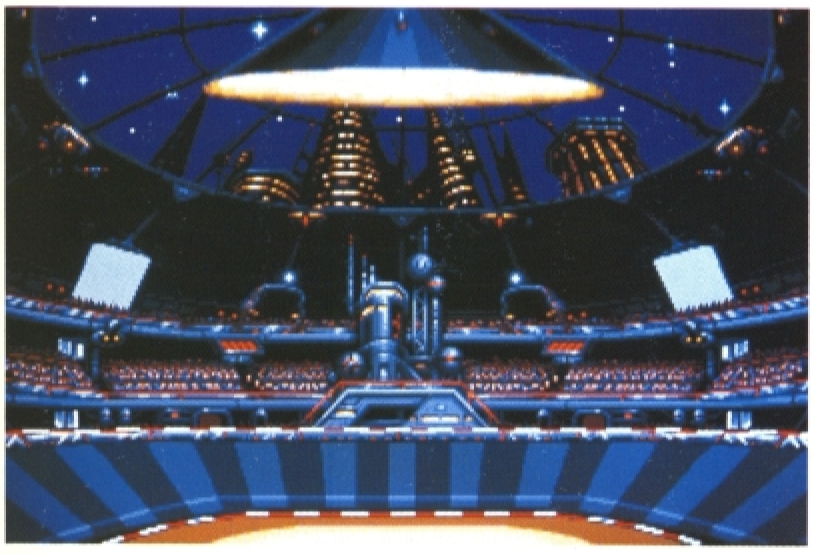

Well, y'know, heh heh, here's Jack...

The teams roller-skate around each other's arenas. Each is an oval strewn with tortuous traps peculiar to the team in question. Players score points by covering the distance within a time limit, for avoiding the traps and generally beating up opponents. Each game pitches the home team into a defensive role, with the visiting team in an offensive role. The visitors have to

Another Stud Lite trap. See how each team's traps have 'themes'? Well, watch out for the cow jobbies, players!



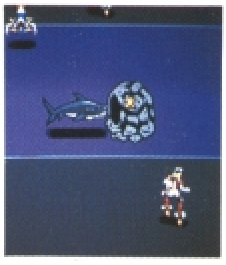
ERBABES



The stage is set, the lights are lit, the crowd are chewing on their candy-floss... so where the hell are the Rollerbabes?

outwit the home team's traps, with the defenders trying to stop them making any progress (whilst avoiding becoming snagged in their own snares!) As well as being able to skate up, down, left and right, punch, jump and teleport, players can also perform a special move – the equivalent of a super weapon, I suppose – each team has its very own specialist manoeuvre.

As with all Cinemaware *TV Sports* titles, *Rollerbabes* will feature dozens of league play, combat and challenge round options, sackfuls of statistics and the obligatory management screens. As aficionados will tell you, no *TV Sports* game would be complete without a fairly slimy commentator – and *Rollerbabes* is no exception. This particular sleazeball bears more than a passing resemblance to Jack Nicholson and, as well as conducting pre-match interviews with the opposing teams' captains, he'll also indulge in a bit of post-fight natter about the sordid parties he'll be attending after the match! Blimey! The game will originally appear on PC format, but, er... unfortunately with EGA graphics only (although carpet slipper wearing owners of VGA monitors will be pleased to hear that the intro sequence will be rendered in all its VGA glory). There's also an Amiga version in the pipeline, promising more emphasis on the management aspects of the game. *Rollerbabes* will hit the rink soon after you read this.



WHAT'S WHAT

TITLE	Rollerbabes
PUBLISHER	Cinemaware/ Mirrorsoft
FORMAT	Amiga/PC
PRICE	£29.99
RELEASED	Late September

TEAM TALK

ROLLERBABES



The name of the game and the team you'll all be rooting for. The 'babes may look like blow-dried bimbos, but if you're fond of your front teeth you wouldn't dare say it to their faces!

THE MOVING VIOLATIONS

As the name suggests, are a troupe of traffic wardens. Haven't you always wanted to roller-skate up to a traffic warden and deliver a brain-shattering 'smack in the marf'? Well now's your chance!

THE STUD LITES



This must be some sort of American joke name, because I don't understand it. Anyway, the Stud Lites are a team of American hayseeds – the type of country bumpkins that make the Beverly Hillbillies look like, er... Lord Paul Lakin.

THE REDDIWRECKERS

Nothing to do with the famous hot oat cereal, but in fact a demolition crew – heavy duty construction workers. Don't expect this lot to look like the rather nice-looking gentleman in the Village People, but rather the type of beer-swilling, scaffold-swinging, bottom-cleavage-showing-over-their-jeans chaps you might see on a *real* building site.

THE SUBHUMANS



Nothing to do with the second-rate punk outfit of the same name, these guys are crazy surf 'dudes'. Their turf is bedecked with surfboard-shaped traps, sharks and waterways.

THE FABULOUS PIG BROTHERS

A rather rotund blues band – more than likely drawing inspiration from *The Blues Brothers*. The sheer fact is that these guys are sooooo porcine, obese, large girthed, er... in short, the fattest mutha scratchers this side of a sumo wrestler's convention.

THE BUZZCUTS

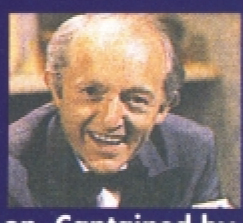


The Buzzcuts are a band of lady hairdressers for whom the adjective 'dippy' would probably be a major compliment. Their turf is a Freudian psychologist's dream, with little phallic lipsticks popping up all over the shop. Eeek!

THE ERASERHEADS

Borrowing their name from a rather spook David Lynch movie, the Eraserheads are a team made up of school teachers. Just the type of bods you lot'll probably relish laying low.

THE GITS



The Gits are a team of really irritating minor TV personalities for the 'babes to get some serious punching practice on. Captained by Gyles Brandreth, the Gits' special move involves their three key players – Bob Monkhouse, Chris Tarrant and Paul Daniels. It's a sort of smarm, dork, and magic manoeuvre. (*Come on, admit it – you made this team up! Ed.*)

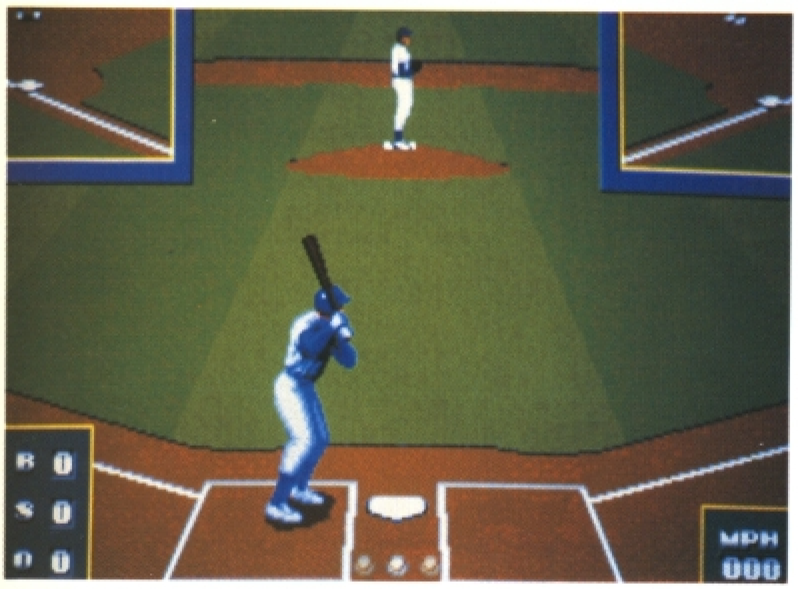


DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.
Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.
Available in August on Amiga & Atari ST
ACTIVISION
Copyright © 1991 IAN BIRD

TV SPORTS BASEBALL

Here's the latest in Cinemaware's celebrated *TV Sports* series. Much like *Basketball* and *Football* before it, it's shaping up as a bit of a cracker! With all the, er... well... 'Cinemaware-style' embellishments we've all grown to know and love – loads of rich graphics and animation, coupled with a film-style atmosphere – the whole game promises to be the usual high quality package.

You can't get away from the fact that baseball boils down to one geezer throwing a ball at another geezer who attempts to whack it with a sizeable stick. As a consequence, all attempts to bring baseball to the home computer screen end up looking remarkably similar – *RBI Baseball, Hardball I* and *II, Earl Weaver* etc. Still, *TV Sports Baseball* seems to have top notch graphics and a friendly control system.



If you've ever watched a real professional baseball game, you'll probably know that it's actually quite rare for batters to hit the ball at all – let alone knocking it clean out of the ballpark. So, although the controls are easy to master, timing is so precise it makes the game appear to be realistically difficult.

Cinemaware promises even more than its usual depth of detail, including heaps of stats, a complete 162 game season, 25-man rosters, five-man reserve lists, 26 all-time great teams and a 'complete general manager mode'.

If statistics aren't your bag (man) , you'll be pleased to hear that all these figurative frolics aren't compulsory, no siree – there's some great arcade sports action promised, which can be played on its ownsome. Hurrah!

WHAT'S WHAT

TITLE	TV Sports Baseball
PUBLISHER	Cinemaware/ Mirrorsoft
FORMAT	Amiga/PC
PRICE	£29.99
RELEASED	November

STOP

THE FIRST SAMURAI

Classic cars, classic TV programmes, classic, er... breakfast cereals. *David 'Old Fashioned Guy' Wilson* is a big fan of anything, well... old. So he was dead keen to delve back into the mists of time to check out Vivid Image's *First Samurai*, an up and coming game set in feudal Japan. (*Actually, some of it's set in the future. Ed.*) Hmmm... so much for this intro...



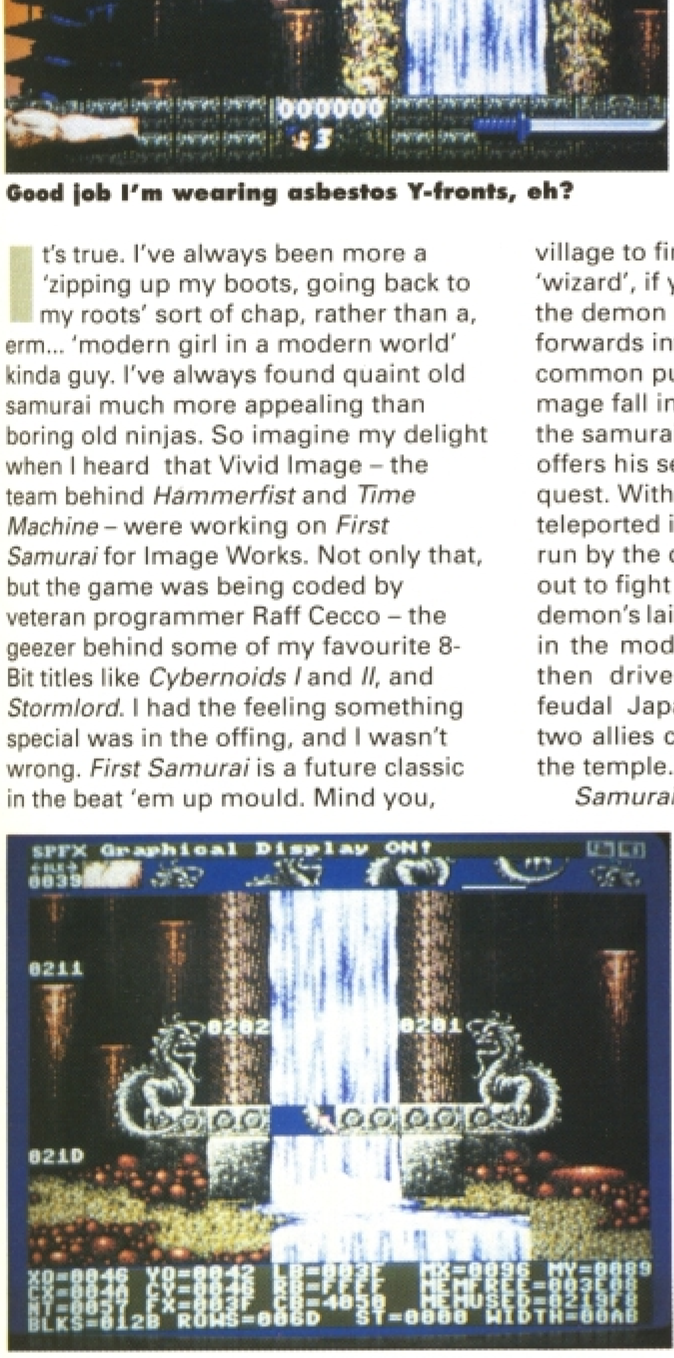


Good job I'm wearing asbestos Y-fronts, eh?

It's true. I've always been more a 'zipping up my boots, going back to my roots' sort of chap, rather than a, erm... 'modern girl in a modern world' kinda guy. I've always found quaint old samurai much more appealing than boring old ninjas. So imagine my delight when I heard that Vivid Image – the team behind *Hammerfist* and *Time Machine* – were working on *First Samurai* for Image Works. Not only that, but the game was being coded by veteran programmer Raff Cecco – the geezer behind some of my favourite 8-Bit titles like *Cybernoids I* and *II*, and *Stormlord*. I had the feeling something special was in the offing, and I wasn't wrong. *First Samurai* is a future classic in the beat 'em up mould. Mind you, having said that, to call it 'a beat 'em up' is too easy, as the game also involves strategy and puzzle elements.

You play a young samurai, to whom the samurai code of honour is uppermost. Imagine how he feels then, when his master in feudal Japan is attacked by a demon king and the young samurai takes to his heels and legs it! He just can't live with himself, and sets about trying to restore his self esteem. He returns to the village to find that the local mage (or 'wizard', if you like) has done battle with the demon king, who promptly jumped forwards into the future. So, having a common purpose, the samurai and the mage fall in league. The mage teaches the samurai some basic magic and offers his services in assisting him in his quest. With this, samurai jnr is teleported into the future – a future over-run by the demon's hordes. He sets out to fight his way to the demon's lair, to defeat him in the modern world and then drive him back to feudal Japan, where the two allies can slay him in the temple. Hurrah!

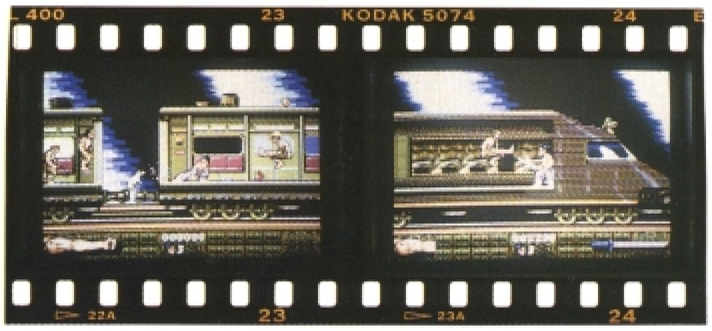
Samurai's graphics are a treat, the animation's superb and the sound needs to be heard to be believed. Crack open a picnic basket to reveal energy-enhancing food and you'll hear a sample from *The Hallelujah Chorus*! The status menu operates with two key levels – a physical energy level (lose all this and you'll die) and a mystical level (your amount of magical power). If your mystical level is sufficiently high, you'll acquire a magic sword. You'll also be able to recharge special pots (from which you'll be resur-rected should you die, thus avoiding the hassle of having to go back to the start) and pick up additional magic weapons.



Get stuck for any length of time and the friendly mage's boat race will appear to show you the way. He can also be of more practical help – if you can find a way of summoning him and/or supplying him with the correct implements. He can help you get past erupting volcanies, raging torrents etc, but we mustn't give too much away!

Finally, Vivid Image were bang into ensuring that *First Samurai* is as friendly as an AA patrolman. This game loads whole levels into memory at a time, so accessing time is cut to an absolute minimum. If the finished game fulfills all the promise it's showing at this stage, it'll be absolutley blinding! Remember – you heard it here first!

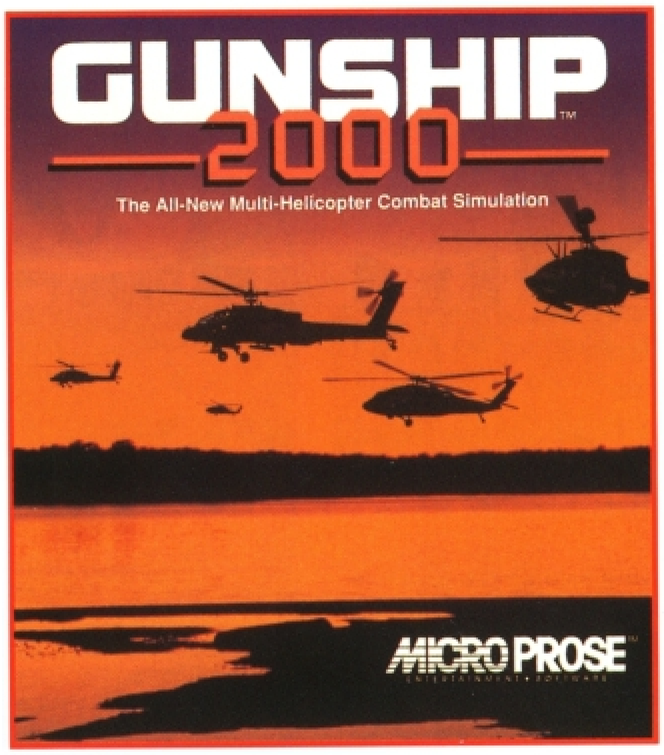
It's the age of the train! Now to bash Jimmy Saville.



WHAT'S WHAT

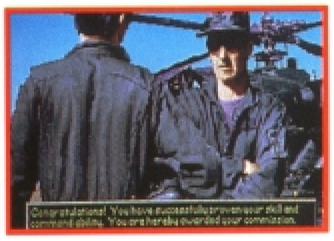
TITLE	First Samurai
PUBLISHER	Image Works
FORMAT	ST & Amiga/PC
PRICE	£25.99/Tba
RELEASED	November/Tba

Gunship 2000









The All-New Multi-Helicopter Combat Simulation

In the tradition of Gunship, the award-winning, best-selling simulation of the AH-64A Apache, Gunship 2000 gives you total command of a full multi-copter troop of America's most powerful and versatile rotor craft.

Gunship 2000 simulates an amazing seven of the US Army's technologically advanced military helicopters. Match the capabilities of each 'copter to the needs of the mission, select a squad of five choppers and then load them with your choice from the vast array of state-of-the-art weaponry available.

The action takes place in Central Europe and the Persian Gulf, each theatre containing three different arenas, giving you hundreds of different missions to choose from. Your crew members will increase in skill over time; your job is to make the best use of each one's abilities and to oversee and coordinate the tactics of the squad.

Topographical 3-D graphics show details such as river banks, mountains, valleys and ridges, making low-altitude flight stunningly realistic. See the action from any one of numerous remote views within the theatre of conflict. From inside the cockpit you can look left, right, ahead, or choose chase, tactical, or ride-the-missile cameras to study the battle.





With multiple mission profiles and a campaign game, Gunship 2000 offers you the complete state-of-the-art simulation of a frontline battlefield for your IBM PC Compatibles and will support VGA, EGA, Tandy 16-colour graphics and AdLib, Roland, Tandy and IBM sounds.

IBM screen shots shown. Actual shots may vary.

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ZERO reviews

CRITICS' CORNER

This month our critics are in for a rather metaphysical experience – they're going to be accelerated to the speed of light! Wrapped in aluminium foil, they'll be dumped into the largest particle accelerator in the world. Then each critic will be accelerated for half an hour, dragged out, revived and asked to recount their experience. They're all a bit nervous, so let's get things underway before they all chicken out.



David 'X Particle' Wilson: After initial difficulties fitting David into the accelerator (too much fudge between meals), he was soon speeding nicely around the ten mile network. After his session was over, we lifted him out, unwrapped him and... well, this is what he said: "Blimey! I can see round corners and move at will through time". He paused, then added "Blimey! I can see round corners and move at will through time." Then he said it again. And again. And again... We told him he was stuck in a time warp and had better pull himself together. "Blimey!" he exclaimed, "I can see round corners and move at will through time." Uh-oh!



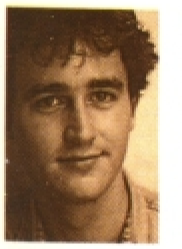
Amaya 'Quark' Lopez: So time warps were obviously a danger. "Forewarned is forearmed," chirped Amaya. And with that she closed the hatch behind her. We pressed the start button and within 15 minutes she'd attained 185,992 miles per second. It was time to slow her down again, and eventually she emerged: "David was right about moving at will through time," she said glibly, "I travelled back to 1895 and killed Paul's great-great-grandfather. Where's Paul now?" We noticed he'd become a shimmering, hazy outline. "Blimey!" said David, "I can see round corners and move at will through time." Uh-oh. We shouldn't have started this.



Lord Paul Lakin: ZERO's resident toff was a shadow of his former self. Literally. Amaya's confounded 'time-meddling' had proved disastrous for the fast-fading vexillologist. "I had better journey back and save my ancestor before I disappear altogether," he announced earnestly, climbing into the accelerator. David reminded us that he could see round corners and move at will through time. We told him to shut up and pressed the button. Off went Paul. But would he return? Half an hour later the accelerator stopped humming and we opened the hatch. Out jumped 15 flag-waving bush babies. Er. Paul? Paul? Oh dear. What on earth had he done?



David 'Proton' McCandless: We pleaded with Macca to help by saving Paul's great-great-great grandfather from Amaya and stopping Paul from doing whatever he'd done to turn himself into 15 flag-waving bush babies. Strapping a Kalashnikov to each leg, Macca braced himself as we closed the hatch over his violent countenance. Half an hour later, we opened the hatch and out he popped. "Well, I stopped Amaya killing that old bloke," he said, pointing at Amaya, whose leg was suddenly bleeding from a bullet wound, "but as for the bush babies..." David repeated something about moving at will through time and being able to see round corners. Oh dear, oh dear.



Ben 'Time Lord' Caudell: "I've travelled through time before," announced ZERO's new staff writer, "and I know what to do in cases like this." The bush babies looked relieved (although bush babies always look relieved), Amaya continued bleeding and David told us that he could see round corners and move at will through time. Wishing Ben luck, we pressed the button and waited. The flag-waving bush babies disappeared and were replaced by a giant robin. This disappeared and was replaced by Paul, who was rubbing his head. Amaya's bullet wound disappeared. Ben had been as good as his word. He beamed as he climbed from the machine.



Duncan 'Futon' MacDonald: "Hey, David can see round corners and move at will through time," said Duncan excitedly, catching on as slowly as ever, adding that he wanted a go. We told him that as things were almost back to normal we were going to quit while we were ahead – and that his 'turn' was cancelled. "But I wanted to see what it was like," he moaned. Amaya felt sorry for him. "It's just like going to sleep and waking up in a different age," she explained helpfully. "No, not time travel," replied Duncan, "I wanted to know what it was like being able to see around corners." We gave him a prism and told him to piss off!

WHAT'S WHAT

For all you new readers, old readers with bad memories and the terminally thick, here's our scoring system.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that:, short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

review

SECRET WEAPONS

"Oooh – the sequel to *Their Finest Hour*!" exclaimed *Duncan 'Aeronut' MacDonald* as we gave him a review copy of US Gold's *SWOTL*. "I bet it's called *Their Finestest Hour*, isn't it?" We just plugged him into the office PC and let him get on with it...

ZERO HERO





Ja, being fat is ein asset for flying zer Komet.

WHAT'S WHAT

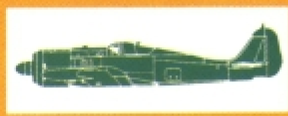
TITLE	Secret Weapons Of The Luftwaffe
PUBLISHER	Lucasfilm/US Gold
FORMAT	PC
PRICE	£40.99
RELEASED	Out now

Yup, unless you've been locked away for a couple of years, you'll realise that *SWOTL* is the follow-up to the brilliant *Their Finest Hour*. But it's departed from the original game in two ways. Firstly, there aren't any Spitfires (in fact there aren't any British planes at all, because the Americans own the war at this stage and we're all stuck back in Blighty listening to the latest Vera Lynn EP). Secondly, the Germans have got themselves some dandy new aircraft – jet aircraft, to be precise. The superweapons that should have won them the war but didn't, because they weren't quite so skill after all. So there you go. But what exactly do *you* get to fly? That's what you'll want to read about, isn't it? Well, here goes...

THE PLANES UP FOR GRABS

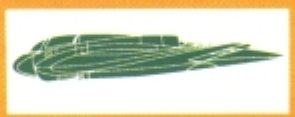
American General Jurgen Zweizshunderbaum talks you through all the available aircraft in the game. (But take note, this talk-through is accompanied by a PG rated 'bias warning'.)

FOCKE-WULF 190A



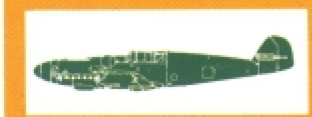
The Focke-Wulf 190A manages to make the Me-109 look *good*, Goddammit. Jesus, whoever's designing these planes for the Krauts must either be crazy or a double agent working for us.

GOTHA 229 FLYING WING



The Gotha 229 Flying Wing. Mmm... I remember last Fall, just before Thanksgiving, me and my boy made a kite. Y'know, it kinda looked like one of these 'big wing' fellers. Flew better, though

MESSERSCHMITT BF-109G



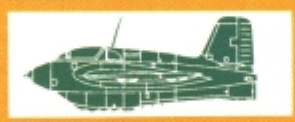
The Messerschmitt BF-109G is a joke. When our boys see a flight of these incoming they just laugh and laugh and laugh. Then, when they're through laughing, they pick 'em outta the sky like flies!

MESSERSCHMITT 262



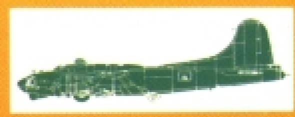
So the Luftwaffe's got jet engine technology. So what? All it means in the case of the Me-262 is that the pieces hit the ground faster after my boys have finished using it as target practice.

MESSERSCHMITT 163 KOMET



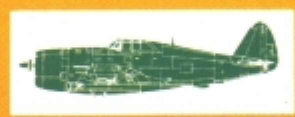
First time I saw one of these Me-163 Komets, I knew we'd won the war. One hit and they explode – if you can be bothered to shoot. Hell, they ain't even bothered to give 'em any landing gear.

P-17 FLYING FORTRESS



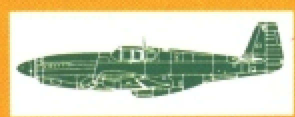
The B-17 Flying Fortress. Hell, 'fortress' ain't the word for this doll. Nor is 'flying'. It's an inter-galactic battle cruiser from another dimension. One day, all aircraft will be this big and strong, but until then, er... this is the only one!

P-47 THUNDERBOLT



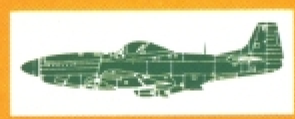
Here we have the P-47 Thunderbolt – the most impressive fighter airplane money can buy. It can outfly and outshoot anything, and if the pilot gets himself killed... well heck, a Thunderbolt can darn near continue on its own.

MUSTANG P-51B



The Mustang P-51B is unbeatable! It's the finest Goddam airplane in the sky. Everyone wants one. If God designed fighter aircraft for a living, this is the one he'd design first. Hell, he'd probably design it twice, it's so good.

MUSTANG P-51D



The Mustang P-51D is mighty powerful and mighty fast. If you ever wanted to fly to the moon, you'd just tip this baby's nose up at the stars and push the throttle half-way in. You'd hit lunar orbit within the hour.

S OF THE LUFTWAFFE



Look at these graphics – they're just sooooo sexy...

OH, THERE'S MORE...

Like *Their Finest Hour* before it, *SWOTL* is as much about the missions as it is about the planes – and there are heaps. The best thing to do in a case like this is to run through the Front End Screen, option by option. Let's go!



Flight School: This is where you learn to fly whichever plane you've chosen – be it a fighter, fighter/bomber or bomber – American or German. Once you've chosen, you'll be given three sub-options – Gunnery Practice, Ground Attack and Training Mission. Because you're crap at the moment, you're given un-limited ammunition. Get real, will you?

Historical Missions: Select this and you'll be given a sub-menu of up to eight different missions per plane (ie there are about 70 missions in all). Having selected one of the missions, you then go to the map screen – a 'zoom in and outable' affair which contains the positions of everything on the ground or in the sky – friendly or not friendly. Should you want information on something, you simply point and click. A small illustrated box will flash up, containing all the relevant information.

From the map screen, you can also access a detailed briefing of your impending mission. Here's a sample to give you the idea: "During the first week of May, 1944, the Eighth Air Force stopped attacking rail targets in France and Belgium due to bad weather. Instead, they bombed Calais *(and who can blame them. Ed.)* For a more concentrated bombing pattern, smaller formations of B-17s were used, and, flying in one of these formations, you are to bomb a V2 site. You'll have a pair of fighter escorts to protect you, but you may have to man your guns before you get to the target. Watch your leader and drop your bombs when he does, then head for home."

Custom Missions: This is the DIY bit. It's up to you to invent and design missions yourself, which, once completed, can be saved onto disk. You might challenge a friend to intercept 10 Me-262s in a Flying Fortress. Fine. Or bomb five trillion bridges. No probs.

Tour Of Duty: Log on to a squadron in whatever plane you want and see how long you can last without being captured or killed. You're given mission after mission, and if you do well you receive medals and promotions.

Campaign Battles: Quite a biggie, this. You're commanding the entire war effort for the Yanks. You're given six months to destroy the German war economy. You can transfer flight units around the map, make decisions about what to attack and when and then join your lads in the air. Keep your eye on the calendar in the planning stages, though – careless moves cost lives.

View Film: All flying action can be recorded and played back afterwards. You can view things from most angles. Then you can view them again. And again. And then someone can tell you how monumentally boring you are.



A P-47 scores a hit on a V1 ramp.



Dunc: First of all, I've got to emphasise a point, and the point is this: *SWOTL* is incredibly jerky. And that's on the Low Detail setting. On High Detail, well... let's not even talk about it. These aren't vector graphics, you see. Just like in *Their Finest Hour,* the planes are all bitmapped. "Oh dear," you may say. But there's no need, because while jerkiness is on one side of the *SWOTL* equation, a fantastic sense of atmosphere is on the other. The atmosphere cancels out the jerks, leaving you with what still amounts to a brilliant game.



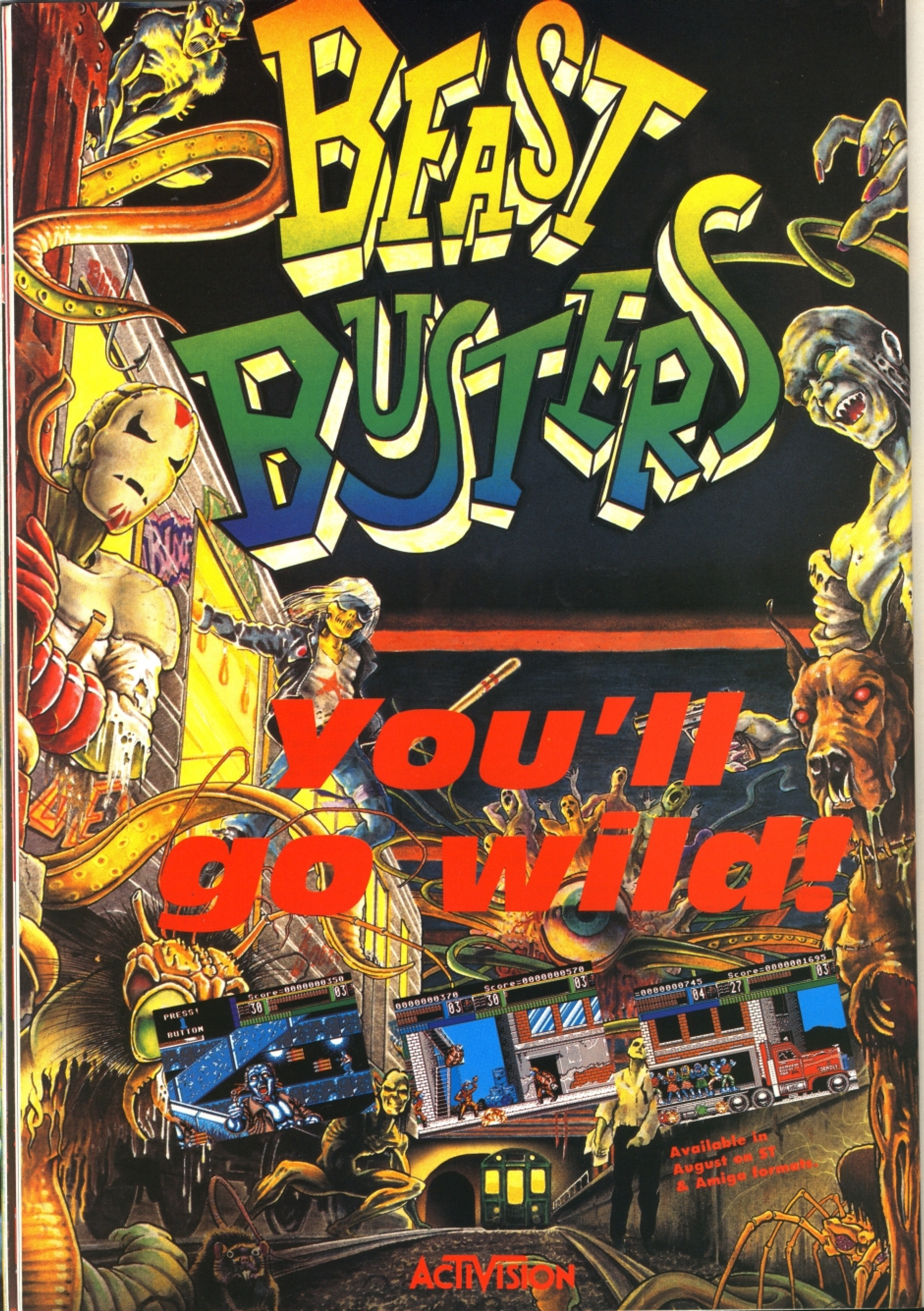
What hooked me after my initial misgivings were the Flying Fortress missions. You have to be a pilot, a bombardier and several gunners all rolled into one. If you're not actually flying the thing, you're either fretting away in the bomb-bay deciding when to drop your load (oo-er) or switching between the numerous gun turrets trying to avoid being shot in the eyes.

The sound throughout is fantastic (as long as you have a reasonable set-up), and the interior cockpit graphics are great too. Oil splurts out onto your windscreen after your engine gets hit. Bullet holes rip across your wings and pepper the glass as an Me-109 flashes towards you in a series of jerks. Your propellors spin as you look out of the side of the Fortress (unless you've turned them off – and you can, individually).

All this adds to the depth and variety of the missions and means that *SWOTL* is not the sort of game you'll be finished with in a couple of weeks. If it moved as fluidly as *Chuck Yeager's Air Combat,* it'd get a score approaching infinity, but the fact that it still manages to get a ZERO Hero – even with a frame rate of about two updates per year – speaks volumes. It's smart!

STOP

GRAPHICS	90	ADDICTIVENESS	90	OVERALL 90
SOUND	94	EXECUTION	89	



BEAST BUSTERS
You'll go wild!
Available in August on ST & Amiga formats.
ACTIVISION

It's the beginning of the ZERO 'intro wars' (in which every introduction has to contain a reference to three items of fruit). *Duncan MacDonald* gets the ball rolling with this offering: *Microprose Golf*. It's a banana! It's a pomegranate! Blackcurrants ahoy! (*Er, that's the end of the* intro wars, actually. Ed.)

MICROPROSE GOLF



1. Back to the options menu.
2. The speed of the green.
3. Hyperspace back to Earth. Honest.
4. Shows you the lie of your ball.
5. The wind indicator. Ahem.
6. Rotate player counter-clockwise in small bits.
7. To the small overhead map.
8. View shot from behind the pin.
9. Click on this to take your shot.
10. Select the right club for the job.
11. Your stance and ball address.
12. Rotate player clockwise in small bits.

ZERO HERO

I don't know what planet the members of The Thought Train (who designed this game) come from, but there's one thing for sure – it's not Earth. You realise this as soon as you have a squizz at the five courses included in the pack. Buckland Heath, St Augustine, Fenham Valley, Mountsummer Point and Ballybrook may sound like fairly traditional venues, but their earthly qualities end with their names. It's the design of the landscapes I'm talking about – standard Earth-holes are few and far between in this game. But does it really matter?

Dunc: If you're a hardened traditionalist then yes, maybe it'll annoy. For anyone else, however, the answer is no. The graphics are so superb you don't care – cross 'total realism' with 'if you live on the planet Zoggo' and you'll be about there.

The terrain undulates like a giant irregular sine curve from Hell at times, with valleys here, hills there and rivers, lakes, bunkers, trees, bushes and cart-paths in between. And guess what? The ball (all four pixels of it) knows exactly where all this detail is, and precisely 'what to do' when it whops into it at high speed. Check this out with any one of the five excellent camera views at your disposal. Every nuance, every little bump – how the ball comes out of the sand, how it hits the side of a steep hill, bounces awkwardly and then rolls down into a river, picking up speed as it goes. It's all in there – maybe just a tad exaggerated, but brilliant nonetheless.

Now a lot of golf games fall down when it comes to the putting sections (Gremlin's *Shark Attack* for instance.) Not so here. Putting doesn't feel like a weak 'sub-section' of the main game, and indeed it isn't. You can start putting whenever you want, in fact. Tee off with a putter and putt all the way to the green if it lights your candle. Once you're on the green, all the info you need is at your disposal: the speed (click an icon to be told) and the way it slopes (click another icon to get an instantaneous overlay contour grid.)

So that's your basics. Good enough so far, eh? But the extras are smart too. Apart from the standard human or computer-controlled opponents, there are also 11 different types of game you can play: Stroke, Matchplay and Skins you'll know about. But what of Bestball Three? Or Threesome? Or Threeball or Fourball, for that matter? I haven't a clue what they are, but they're all in there.

Just like in real golf, your handicap comes down as you improve (you can save it onto disk). What's more, as your handicap decreases, so your driving distance increases. Also, if you've got down to a lowish handicap and you take on a chum who's still playing off 28, the computer automatically awards him some free strokes. Pretty neat, eh?

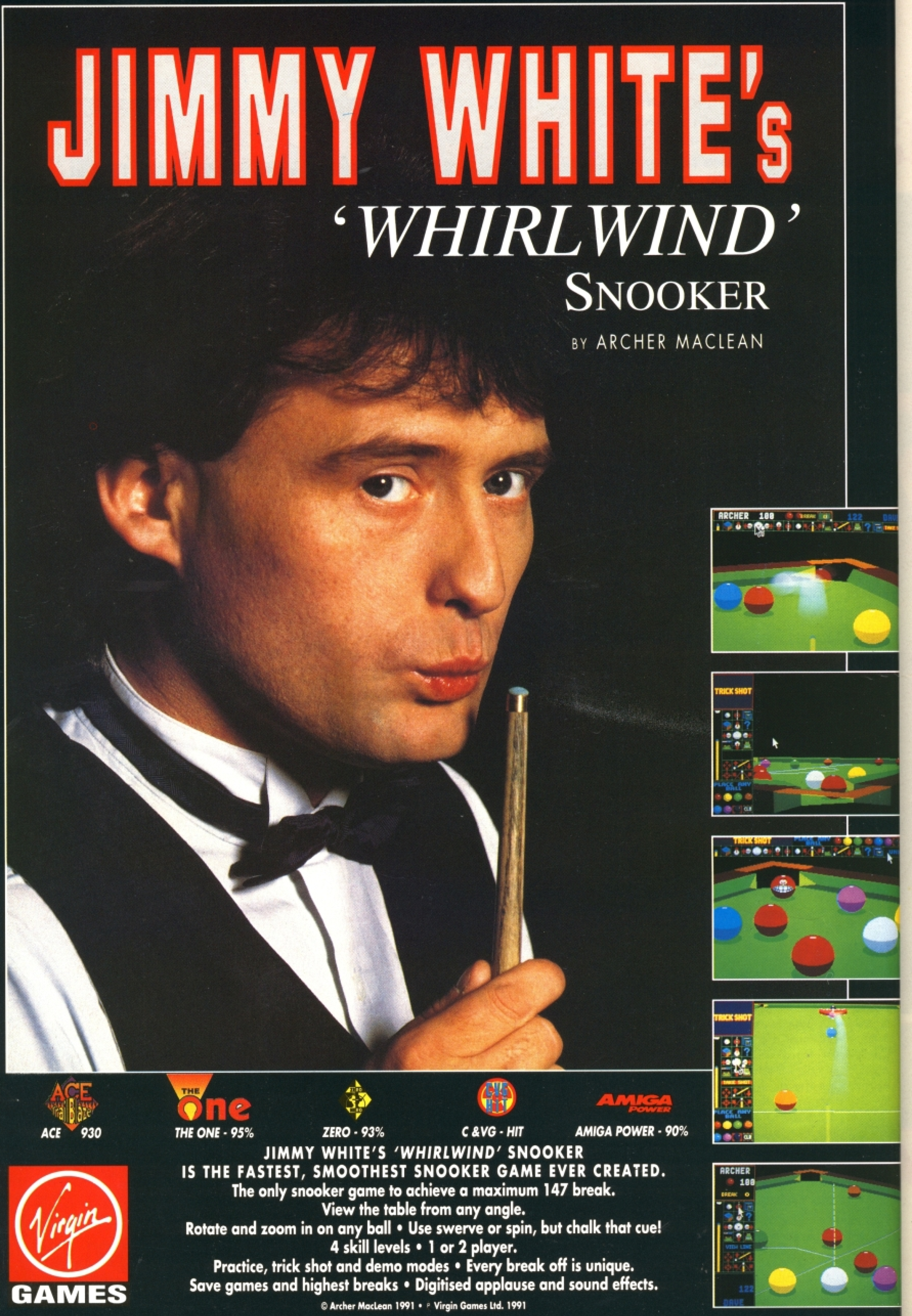
There's a lot more besides all this, such as action replays, detailed player stats, special competitions for scratch players and so on, but seeing as this is a 'must buy', you're going to find out for yourself soon enough. Yup, *Microprose Golf* is very slightly weird, but it's just too tasty to miss.

GRAPHICS 93	ADDICTIVENESS 93	OVERALL 90
SOUND 75	EXECUTION 93	

WHAT'S WHAT

TITLE	Microprose Golf
PUBLISHER	Microprose
FORMAT	ST/Amiga
PRICE	£34.99/Tba
RELEASED	October/November

STOP



JIMMY WHITE'S
'WHIRLWIND'
SNOOKER
BY ARCHER MACLEAN
ACE 930
THE ONE - 95%
ZERO - 93%
C &VG - HIT
AMIGA POWER - 90%
JIMMY WHITE'S 'WHIRLWIND' SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.
The only snooker game to achieve a maximum 147 break.
View the table from any angle.
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.
Practice, trick shot and demo modes • Every break off is unique.
Save games and highest breaks • Digitised applause and sound effects.
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GAMES

NEBULUS 2

Used to things spinning around him, *David McCandless* felt that... no, too corny. It has been said that Macca's thought process are pretty nebulous... naaah, crap. What about... *David McCandless* reviews *Pogo-A-Gogo*, the sequel to *Nebulus* (*You're sacked. Ed*).



Wow! Look, man – at the right! – look at the 'multicoloured sky effects'. Cool, huh? All that moving – all those moving water reflections. Totally far out and awesome! It's just, like... really... really... Wow! (Isn't it?)

Big cylinders streak upwards into the neon sky – hollow testaments to technology and phalluses the world over. Humming with bridled energy, these mammoth posts funnel oxygen to the whole planet. Without them, the colonists will die. But the evil person, Uncle, has captured the towers, populated them with his evil minions, and is blackmailing the world with its destruction. The world needs a hero – to infiltrate the towers and restore air to the rapidly asphyxiating world.

Thus goes the scenario. But what you really want to know is a) is this a 'cute' game; and b) if so, where's the sickbag. Well, a) yes; and b) here (blurp).

Yeah, *Nebulus 2* is another cuddly cotton-wool cuteso game (as if the world needed another one). If you haven't already thrown-up enough rainbow juice over *New Zealand Story* (beurgh), *Rainbow Islands* (blurp), and *Nebulus 1* (hueeey) then keep a little corner of your stomach contents reserved for *Pogo-A-Gogo*, the latest multi-coloured (ie pink) excursion into 'My Little Pony, no genitals land'.

This twee game, however, is a little different from its fluffy rivals. Firstly its set on a cylinder and you have to go upwards to reach your goal. Secondly, it doesn't scroll – it rotates. Thirdly, it's not half as crap.

Eye your fat, bug-eyed, armless hero dubiously. Wonder why these cute heros are so deformed. Jump between platforms. Leap yawning gaps. Clamber on lifts. Do all that platform palaver, but also collect a selection of weapons. Be balked by forcefields and doors. Fall for ambushes by a horrible selection of Plasticine monsters. Watch the clever water reflections. Admire the 'multi-coloured sky effects'. Feel dizzy and sick at the rotating effects. Wonder if it's the bright colours and Play-Doh graphics. Decide it's both. Throw up.



Alright! I'm, like... flying 'n' stuff.

WHAT'S WHAT

TITLE	Nebulus 2: Pogo-A-Gogo
PUBLISHER	21st Century
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	End of September

AMIGA

Macca: ***Pogo-A-Doofer*** **is a cuteso game with a difference. It requires a modicum of thought. Planning. Strategy. Call it what you want.**

Normal schlacketly-plap-plop games require you to run willy-nilly across the set of the *Magic Roundabout*, collecting yum-yums and slapping nasties on the bottom. In *Pogo* you kick ass – a good enough sentiment for any game, frankly.

But combine this ass-whupping with a real platform-thought experience, original rotating graphics, and those 'multi-coloured sky effects' and you've almost got a ZERO Hero. Almost. It's pretty engaging, pretty addictive, pretty this and pretty that, but it's not really a big enough step up from the original *Nebulus*. But those 'multi-coloured sky effects' - phew!

GRAPHICS	88	ADDICTIVENESS	87	OVERALL 86
SOUND	80	EXECUTION	90	



Ice Planet. Very cold – Afghan jacket required.

What will you ch



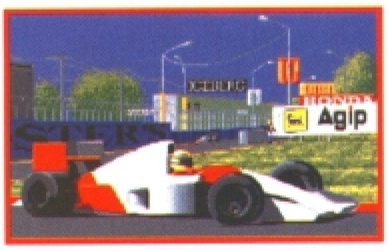
FORMULA ONE GRAND PRIX

Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features: 16 undulating 3D circuits from the street tracks of Phoenix and Adelaide to the glamorous Monaco harbourside and the choice of 26 independently controlled cars out of the current teams; from Jordan and Brabham to Williams and Ferrari.

Study the circuit in practice, adjust your car to achieve peak performance, then roar away for your fastest qualifying lap time to put you ahead of your rivals on the starting grid. Overtake the other cars by slipstreaming or outbraking them into corners, then watch them in your wing mirrors as they try to catch you. Be careful, you might have to avoid a shunt that's just happened around the next bend. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track and replay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty, from novice to potential Champion, make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!

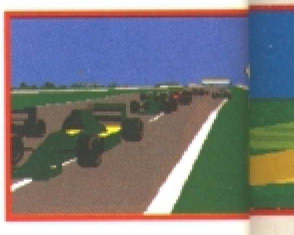




Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC & Compatibles.

MicroProse Simulation Software is available at all good software stores. If you experience difficulty in obtaining any of the MicroProse titles they can be ordered directly from us at MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326





MicroProse Simulation software - Y'

COMMODORE AMIGA AND ATARI ST SCREEN SHOTS SHOWN. ACTUAL SHOTS MAY VARY BY FORMAT.

...hange into tonight?



MICROPROSE GOLF

Computer owners who like golf have been fortunate to have a wide range of games to choose from. Now, with MicroProse Golf, they've also got the definitive simulation. If you've been playing around, stop; and start playing a proper round.

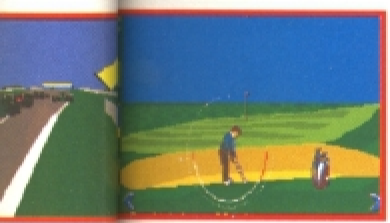
MicroProse Golf accurately recreates the fairways and greens of each hole using stunning 3-dimensional technology which allows you to travel anywhere around the course. You can even follow the ball as it flies through the air and watch from numerous selectable TV viewing positions.

Accurately modelled club and ball dynamics take account of club selection, ball and foot position and swing, with varying course conditions adding to the huge range of effects that you can witness at first hand. MicroProse Golf is so true to life that it will actually improve your own golf game!

- Realistic 3-D landscape allows you free movement around the whole course.
- Animated "Televisual" presentation and camera positions, including a unique follow-the-ball option.
- Six challenging courses, each in a different style, including 'links', 'woodland' and 'water' courses.
- Options to change stance, swing, tee and ball positions and see their effects on your shots before, during and after each stroke.
- Varying ground and atmospheric conditions.
- Player profiles which change over time, including a full handicap system.
- A dozen game types including strokeplay, matchplay, best ball, skins and a full tournament option for 1 to 4 human players.
- Customizable computer opponents and replay facilities.
- Statistical and graphical hole-by-hole analysis of your performance.
- Easy to learn tutorial and 150 page manual packed with hints and tips to help your own game.



MicroProse Golf will be teeing-off soon at all good software stores for your Commodore Amiga, Atari ST and IBM PC & Compatibles.

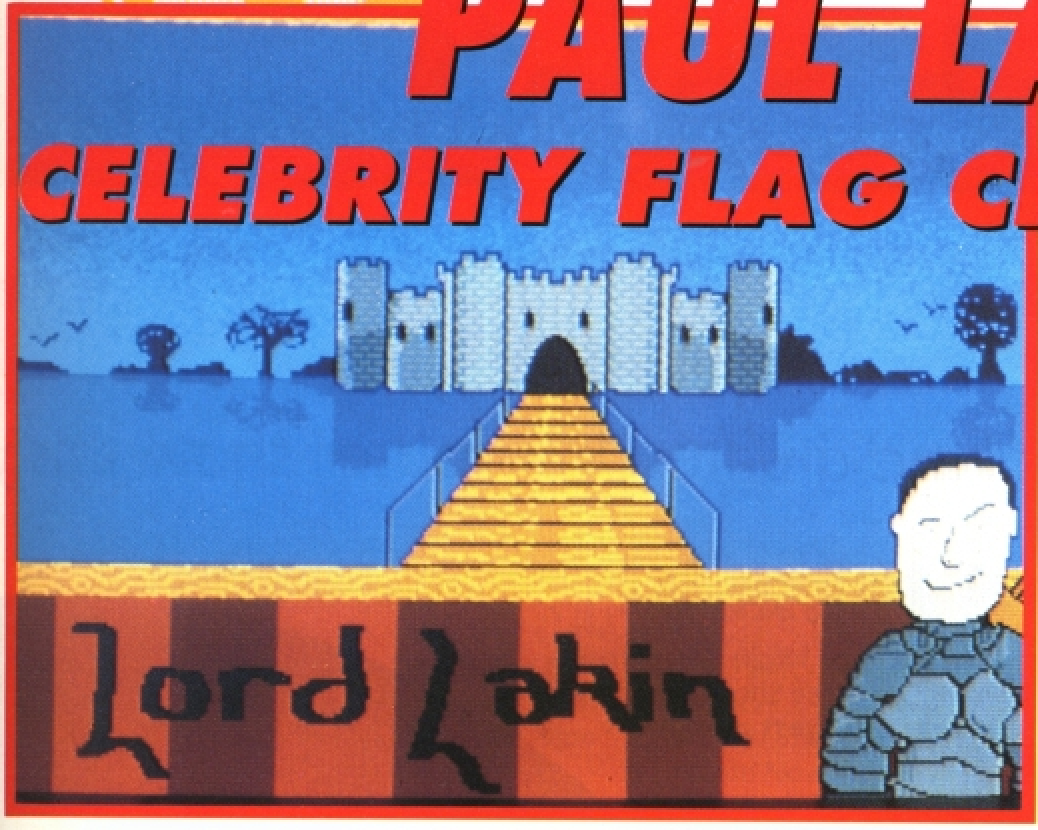




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...e - Yu're not properly dressed without it.

PAUL LAKIN'S CELEBRITY FLAG CHALLENGE



The Union Jack on the ZERO flagpole flutters at half-mast. *Lord Paul Lakin* is leaving for pastures new. (*Come on, he's only moving downstairs! Ed.*) Fitting, then, that his final piece should be a preview of a game that pays tribute to his vexillological skills...



I love flags. Flags are great. Flags are beautiful. Flags are so varied. You can have flags with one colour, flags with lots of colours... even flags with nice pictures on them! They're lovely.

Flags are so versatile. You can wave them in the air if you're happy, fly them at half mast if you're sad or burn them if you're angry. Just imagine if you'd survived a plane crash, but were left stranded miles from civilisation – if you had a flag with you you could wave it at passing aircraft to attract attention *and* use it as a blanket to keep warm at night!

If you injured yourself, your flag would easily double up as a bandage or sling. If you were on a desert island and were fortunate enough to be carrying the national flag of Bermuda, then a quick rip here and a fold there, and voila! – the best Bermuda Shorts on the beach! There's so much you can do with a flag. Now, thanks to Bloggosoft, you can play with them on your computer.

THE GAME

Considering how wonderful flags are it's surprising that the market isn't crammed full of vectored vexillology. So what gave Bloggosoft the idea? "Swanage" says graphics specialist (and frequent ZERO correspondent) Daniel Pemberton. "Swanage?" Well yes, we were on a school trip there. The breakfast was horrible. Anyway, I got talking to Ben (Flannagan, programmer) and we decided to do a flag sim."

So how does the game play? "Well, originally we were thinking of having all this stuff about winning money and then spending it in an arcade, but in the end we couldn't be bothered. So we just decided to go for the flag competition." This consists of a selection of over sixty different flags from throughout the world. Each time a different one appears, the competitor has to decide which country it represents. To make things easier, the puzzle is multiple choice – with three possible answers. To make things harder, there's a timer ticking away at the side of the screen. The quicker your answer, the higher your score. And that's it really. (Unless you include the sub game, of course.)



SUB GAME

Daniel and Ben realised that, despite how wonderful flags undoubtedly are, a game consisting entirely of multiple choice questions is likely to get somewhat, er... dull. What was needed was a joystick waggler. But what could be the subject? Well, in a ground-breaking innovation in computer games programming, the sub game constitutes the world's first peasant-bashing simulator! Beat the bestocked yokel as hard and as fast as possible to gain maximum points (and maximum satisfaction!)

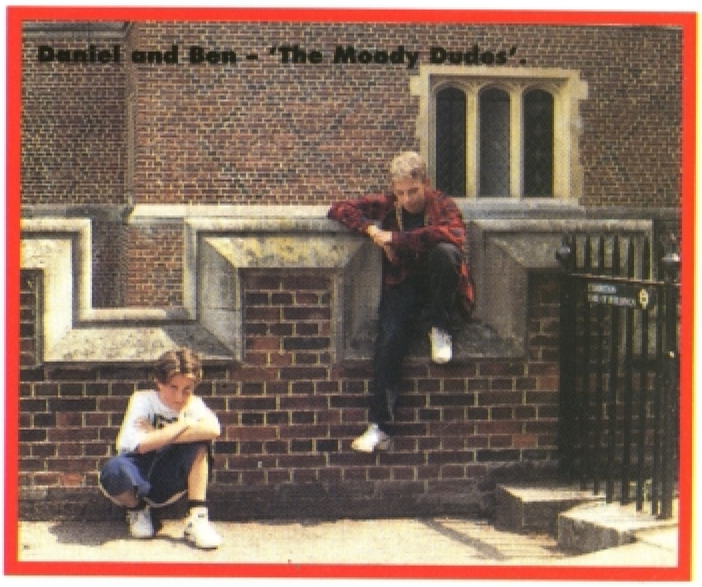
WHAT'S WHAT

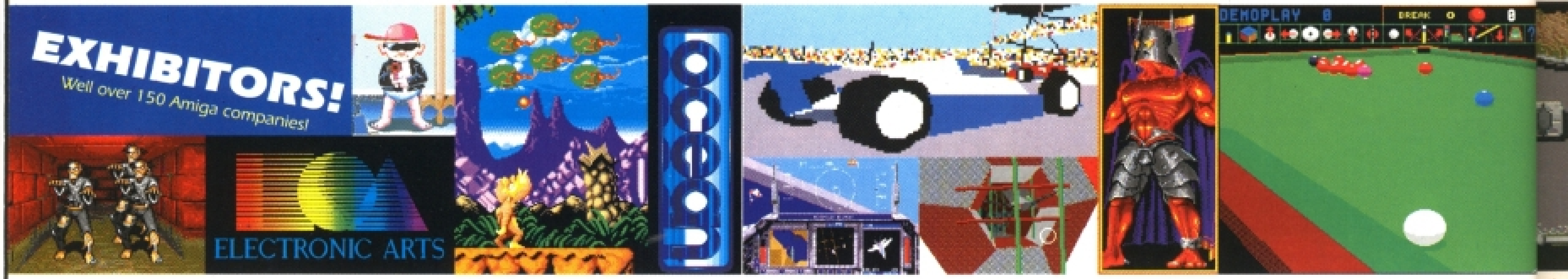
TITLE	Paul Lakin's Celebrity Flag Challenge
PUBLISHER	Bloggosoft
FORMAT	Amiga/ST?
PRICE	Tba
RELEASED	Autumn



BLOGGOSOFT

Paul Lakin's Celebrity Flag Challenge is clearly one of the major licences of the year – Bloggosoft won it against stiff competition. (*Dream on. Ed.*) However, after this inspired, nay great... nay wonderful, start to their programming careers, what will this outstandingly talented team move onto next? "We'd like to do a Macca shoot 'em up or a David Wilson dodgy car race," says Daniel. "But our greatest ambition is to do the *J R Hartley Fly Fishing Simulator*, but it's a bit tricky getting the licence. I think he might be dead."


Daniel and Ben – 'The Moody Dudes'.



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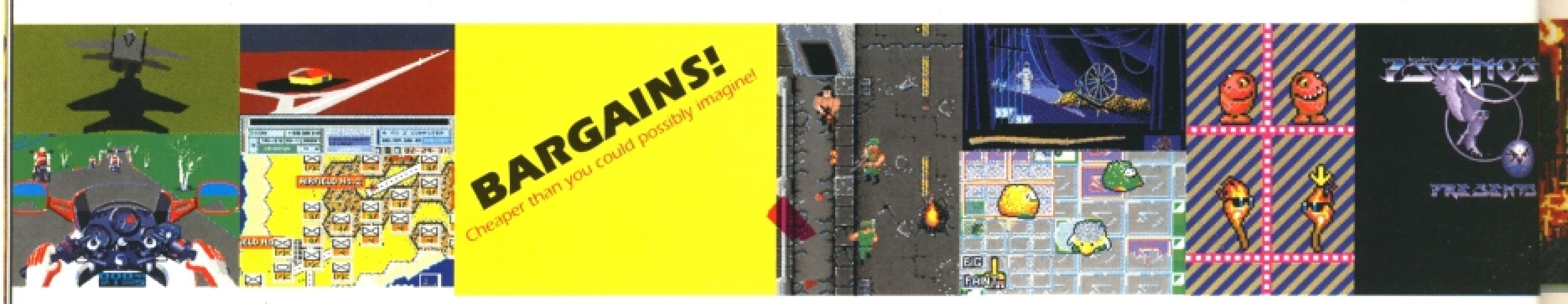
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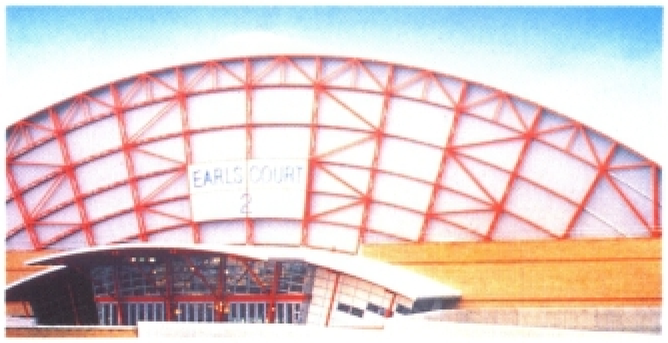
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Who'll be there? Commodore, Amiga Format, Amiga Power, Amiga Shopper, all the major games producers, a myriad of serious publishers, loads of bargain-offerers, lots of hardware developers and everyone into the world of Amiga.

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Be smart. You know this **World of Commodore** will attract tens of thousands of people. And you know what that means: queue City.

So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early.

And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and you can't wait to get inside and – (Snip! - Ed)

YES I would like to have my tickets early, avoid all the queues and save £1.05 on every ticket, please.

Name ....

Address ....

....

....

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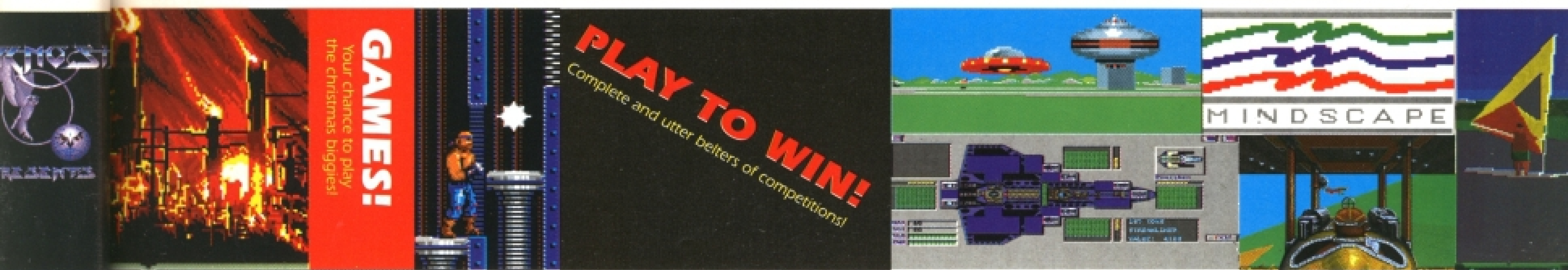
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ZERO 10



review

THE SIM

BART VS THE S



Having never seen *The Simpsons* on TV, *Amaya Lopez* thought she might find herself in deep, deep trouble when playing Ocean's first Simpsons game. So she carried into the games room a pair of X-ray specs, a pair of shorts and a large Fresian!



A shimmering saucer spells rather skill scrapes for Bart.

WHAT'S WHAT

TITLE	The Simpsons: Bart vs The Space Mutants
PUBLISHER	Ocean
FORMAT	ST/Amiga & PC
PRICE	Tba
RELEASED	Late September



Who turned the lights out? Bart's shades help him sort out aliens from humans.

Who would have thought that a weird-looking cartoon character with even googlier eyes than Marty Feldman would attain such heady heights of fame and fortune? Bart Simpson is plotting to take over the world with his dolls, lunchboxes, pencil cases, bedspreads, socks, posing pouches... you name it, he's got one. He's had a number one record, a pop video and now he's even got his own computer game... there just seems to be no escape! (*Just calm down and get on with the scenario. Ed.*)

Right. The scenario, such as it is, is rather neatly contained on a whole disk's worth of animated intro, complete with digitised Bart speech. Bart lives in a (usually) peaceful little American town called Springfield. One boring night he's staring out of his bedroom window when an alien spaceship hovers over his back lawn and beams down some space mutants. Intent on world domination, these muties proceed to take over local inhabitants and set out in search of fuel for their Super Weapon. The fuel they require? Well, rather inexplicably, it's purple things (on level one). Your task is to stop 'em, and thus help Bart save the Earth over five levels of frenetic fun.

The problem is how to stop the alien intruders. Some things can simply be spray-painted another colour, but this doesn't always work, so you'll have to use your ingenuity for the rest. The mutants aren't as stupid as they look – when Bart completes a level, they rather tiresomely modify their killing machine so that he has to chase after a different ingredient in the following level.

In the shopping mall Bart gets a hat fetish, collecting as many as possible and irritating the locals by swiping them off their heads. At the Amusement Park Bart must pursue balloons or burst them with his trusty slingshot (once he's

JUST WHO THE HELL ARE THE SIMPSONS?

Those of you in possession of one of those huge flying saucer thingies that clip rather unattractively onto the side of your house can skip this bit – you've probably seen The Simpsons on Sky One. But for the benefit of the rest of you without a satellite dish, here's the ZERO lowdown on the most peculiar-looking family in town...



1 BART: Just look at that hair! Mum has evidently been at it with the pinking shears. The women are the only smart members of the family – Bart's, well... a bit of a thicko.

2 MAGGIE: Coochie, coochie coo. My, what big eyes baby sister's got! Hardly surprising, then, that in public she's often mistaken for a Natterjack Toad.

3 LISA: Just look at those eyes and that hair (and that mouth)! Sister Lisa has obvioulsy inherited the strange unnatural family beauty. But would you date this girl?

4 MARGE: Just look at those eyes (and that hair)! Radically independent mother Marge recently attended the Vidal Sassoon School Of Hairdressing as a 'model'.

5 HOMER: Just look at those eyes! The Simpsons dad, Homer, has a personality not unlike Oliver Reed. (His beer gut is an obvious sign.) Definitely not a MENSA member.

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M PSONS



SPACE MUTANTS

found it). Then a sneaky trip to the Natural History Museum is in store, combined with a mad grab for any EXIT signs available with the aid of dart guns. Finally, Bart will wend his way to the Nuclear Power Plant to collect all the fuel rods he can find, rush to the basement and put them back in the reactor.



Unfortunately, none of his family believe his tales of alien invasion. To convince them, he has to jump on the heads of humans who've been taken over by mutants!(?) Mutated, jelly-like creatures are then forced out of the humans, leaving behind a little disk thing which Bart collects as proof of the alien beings. But how does our little cutie know who's a real human and who's a mutie? By wearing his X-ray specs, of course, which you can select from the inventory.

Each time he collects a disk, a letter pertaining to one of the names of his family appears in the left hand corner of the screen. Once the name has been completely spelled out, that member of his family will help Bart in his battle against the end of level mutant.

Bart can buy useful items in shops to help him in his quest – whistle, magnet, wrench, key, rockets etc. (He starts off with 10 coins to buy these items, but can collect more dosh along the way.) He has friends to help him, but also has many foes (like Jimbo the biggest thug in school). And that, in a rather large nutshell, is that. So... let's get radical...

AMIGA

Amaya: Right, prepare for action.

Step one: Put on X-ray specs and load game. Start avoiding the aliens, collecting spray and gleefully jumping on peoples heads. Avoid colliding with the mutants, thereby losing a life. Damn – that's one gone already! I'll just spray the purple bin... eek I've just walked into that stupid boingy mutant. That's two down – I'll just reach for that new can of spray. Blast, I've tripped over an alien – I'm dead!

Step 2: Try getting into character to help your crap joystick skills. Practice saying "man" lots of times in irritating American accent. Start again after many tries, finally get onto the skateboard and manage to kill yourself by falling off.

Step 3: Scream "eat my shorts, man!" And start again. Die before even spraying first bin. Proceed to sheepishly stuff pair of shorts into your own mouth.

Step 4: um... start again, this time positively pleading with your computer "don't have a cow, man". Manage to get further, but suddenly die by falling off a ledge into horde of springy mutants. Start ranting and raving at computer. Start again. Die. Hurl large Fresian at computer.

Step 5: Repeat until three weeks later you realise all local farms have completely sold out of cows.

And that's the way it is with *Bart vs The Space Mutants*. It really is quite a tricky piece of joystick waggling – and that's to its credit. *Bart* is not a game you should play for the first time in front of your friends, but given time and practice it'll reap many rewards. A nice element for the pacifists among you is the fact you never actually straightforwardly 'kill' anything. Instead you have to be quite creative in finding out, for example, the way to reach exit signs in the Natural History Museum, changing the colour of the plant pots in level one or knocking poeples' hats off.



Bart 'hangs ten' on a mutie.

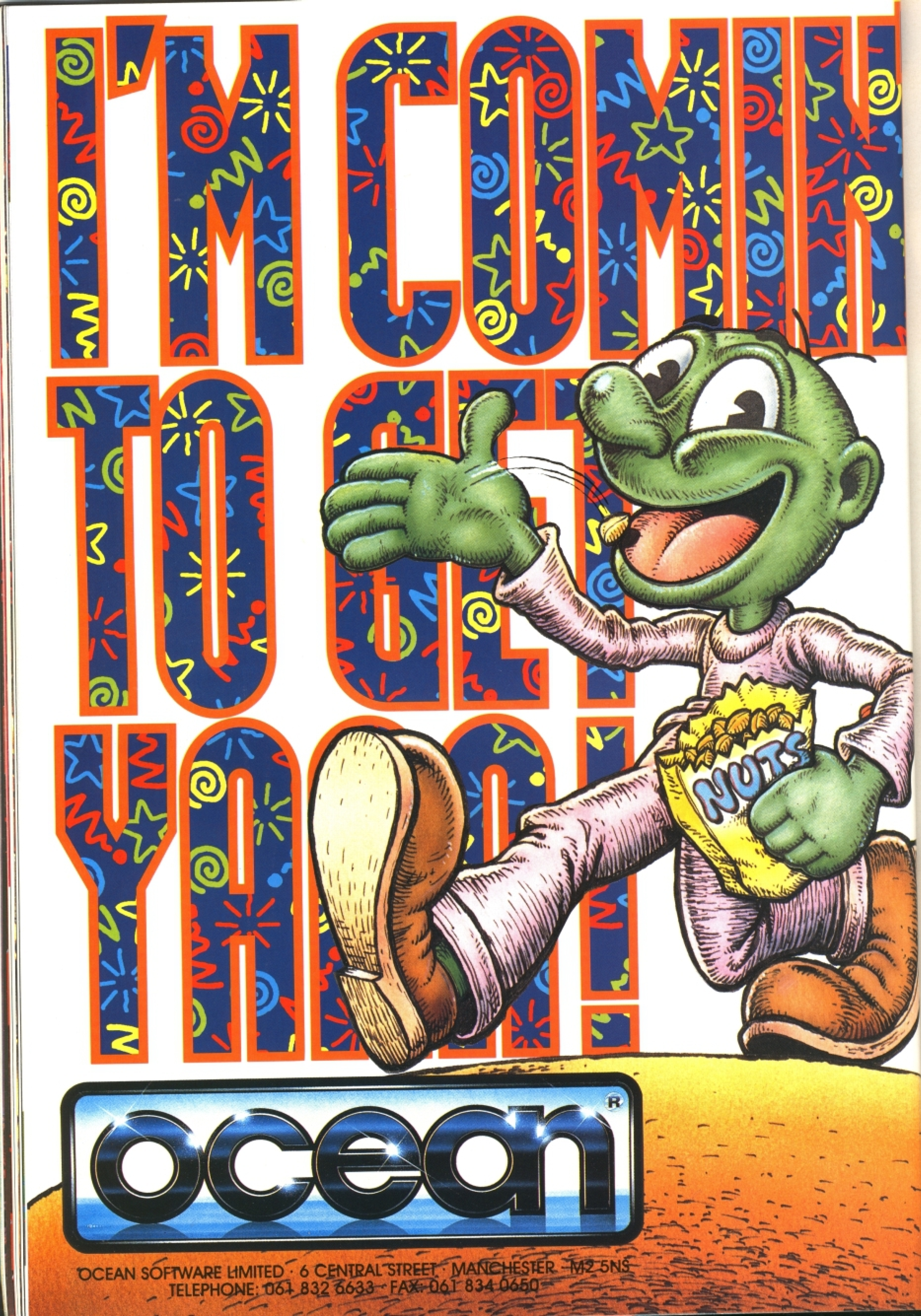
The game is full of (dare I say it) cute little touches like scaring the purple bird in the pet shop out of its cage and the appearances of members of Bart's family to help him. The graphics are well animated, with Bart stomping around, taking high, sproingy jumps. The 'dark screen' effect when he wears his X-ray specs is pretty neat too.

However, my main criticism would be the size of the sprites – particularly Bart himself. This is probably due to the fact that the game is exactly the same as Acclaim's 8-bit NES version, even down to the remarkably small sprite size. And of course there's the irritating American humour, such as when Bart makes his 'funny' hoax phone calls. But all in all, it would be unfair to deny that it's great fun to 'do the Bart' (man).

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
83	86	84	86	84



Bart takes time out from mutant-hunting to phone a ZERO compo...


I'M COMIN
TO GET
YA!!
NUTS
ocean
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

MAGIC POCKETS

David McCandless is a bit of a dab hand with his magic pockets (as witnessed by various supermarkets, banks and international jewellers). But at the Bitmaps' HQ he found a new use for them – 'borrowing' their copy of *Magic Pockets* with *his* magic pockets. Yo ho! What irony!



Mutant sardines in Esther Rantzen lookalike shock!

ZERO HERO

The Bitmaps, eh? Cor – who needs 'em? Okay, so they bring out the odd 'good' game from time to time. Alright, so they're the 'popstars' of the computer industry. Yeah, and they might be close personal friends of Betty 'Wahay' Boo. But I bet they're all insecure and unhappy people. (*Yeah, I bet. Ed.*) And all that insecurity and unhappiness reflects in their latest game – the sad story of a lone boy, trapped in a 28 level nightmare world populated by horrific beasts and psychosomatic manifestations of childhood complexes. (*Sounds a bit dodgy to me. Ed.*)

Level (or 'scene') one is set in a dingy underground cave. Lots of the usual scenic fare – rocks and stalagmites – all done out in the usual Bitmaps palette. Crowding this level are big snails, the usual Mark Coleman shuffling arthropods, bats and all sorts of warped icky blobs. The levels travel from the cave to the jungle, under the lake and into the mountains. The nasties become apes and snakes and venus fly traps, then change into crabs and jellyfish and finally end up as scary snowmen, yeti and eggs on legs.

To combat these abominations your missiles change per level, starting with whirlwinds, then clouds, then ice cubes and finally snowballs. You can bombard the screen with baby missiles, steering their direction with the joystick, or you can hold down fire, power-up, and release a mutha missile. It will either simply blat the nasty or trap it. A trapped nasty is a good nasty. Straddle it and it'll pop, releasing bonus sweets and power-ups.

It's these power-ups that are the secret to the game. Sweets like wine gums, jelly babies and lollies just provide big score bonuses. More violent bonuses come in the form of face visors (immunity), speedball helmets (fatal touch), laser helmets (self-explanatory) and teleport doobries. These warp you to a special bonus room, where sweets and the occasional puzzle await you. As you knobble nasties the bonuses change in sequence, so the cleverer players (yep, that's me) can cunningly kill x number of nasties, slyly kill a beastie and deviously gather a shrewd power-up.

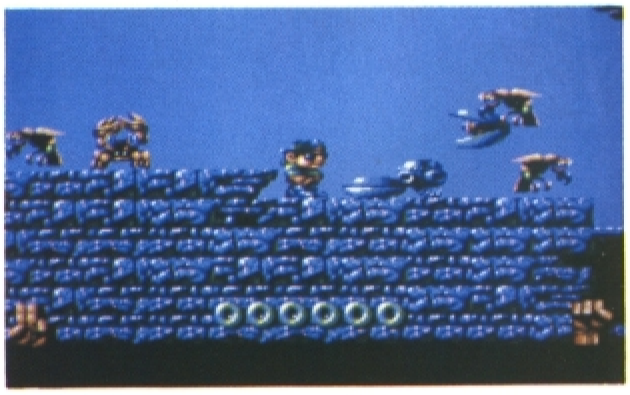
WHAT'S WHAT

TITLE	Magic Pockets
PUBLISHER	Bitmaps/Renegade
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	Late September

AMIGA

Macca: (*Sound of hypnotherapy tape on auto reverse.*) "You will slag off this Bitmaps game... you will slag off this Bitmaps game... you will slag off this Bitmaps game... you will... " Oh God – it's depressing isn't it? You set yourself up as the most world-weary, cynical games reviewer on the planet Earth and people like the Bitmaps give your deepest nihilistic frown a hard time. *Magic Pockets*, I loathe to say, is a rather good game (sigh).

On the technical side, it's faultless. Great scrolling, great graphics, and great music (Betty Boo's *Doin The Do*) combined with 'intelligent' nasties with their own strength, vision and motivation abilities. Too much strength, vision and motivation in my opinion. (*You shandy! Ed.*) Each level, as well as being big, is rife with hidden features and bonus screens. And in a great swipe against arcade game convention, end of



level beasties have been done away with. Instead we now have end of level 'tasks' – a bike race, a man v gorilla boxing match and a treasure hunt.

My only gripe, if indeed I am allowed to have one, is that these sub-games don't last long enough and don't present enough of a challenge. But this is just a mote in God's eye, a drop in the ocean, a pebble on the beach, a needle in a haystack, a cub scout leader in a thousand... (*That's quite enough metaphors. Ed.*) I get tired of using superlatives like 'excellent', 'imaginative' and 'the mutt's nuts', so I'll rely on that solid old biblical accolade – 'good'. *Magic Pockets* is 'good'.

GRAPHICS	88	ADDICTIVENESS	90
SOUND	89	EXECUTION	90

OVERALL 90

STOP

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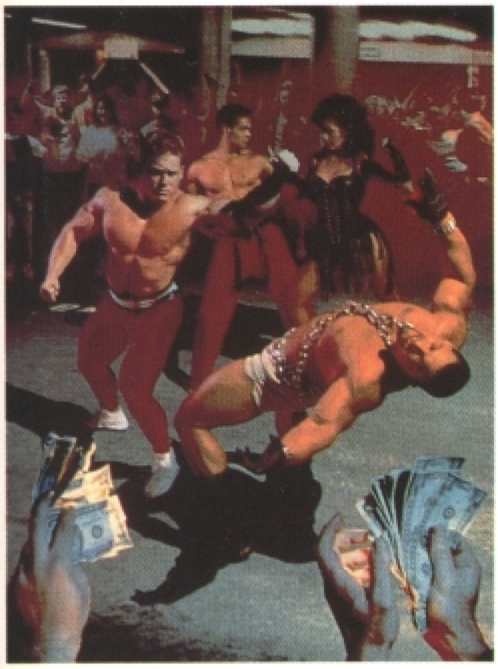


Also available:

Defender of the Crown, Strike Force Harrier, Speedball, Rocket Ranger

UNDER WRAPS

PITFIGHTER



Horrifically violent. Gruesomely real. Murderously blood-splattered. A day in the life of *David McCandless*, the most violent person in the universe? Well yes, but also apt adjectives for *Pitfighter*, Domark's latest and oiliest coin-op conversion.



The Ultimate Warrior: boy-scout and MENSA member (with emphasis on 'member').

A pitfighter's lot is a messy one. Oiling down before a fight is a messy, wet, slippery affair. Then you have to stomp across the dusty floor of the warehouse, your feet picking up all sorts of muck and dead insects. You start fighting and get drenched with sweat. If you start to lose, the audience pelts you with harmless objects (shurikens, tables, axes). If you start winning, you get splattered with your opponents' blood and bits of brain. Trying to put your watch back on afterwards is completely impossible. It really is *messy*.

This particular mess has been neatly choreographed by Teque London, the metropolitan branch of Teque, which was also responsible for the conversion of *Badlands*. They were given the rather large task of converting the 256 colour trés popular arcade death 'em up, *Pitfighter* onto the 16-bitters.

DEATH 'EM-UP

So what has *Pitfighter* got that the other 4 x 106 beat 'em ups haven't got? Well, for a start your girlfriend hasn't been kidnapped by the evil gangster drug-dealer Mr Big and you're not going unarmed deep into mob territory with your twin brother (who's as equally skilled as you in martial arts ability) to cut a righteous swathe through Mr Big's henchmen to rescue your girl and kick butt en route. What would beat 'em ups be without this scenario? Answer: the pits. Wh:ch, coincidentally, is exactly where *Pitfighter* is set – in an illegal warehouse fighting ring, in downtown, er... Chicago or somewhere.

So you've got four fighters pitched against each other. No referee. No rules. No Harry Carpenter. No "Yer kna wot I meen?" cuddly likeable heroes. With

THE ACTORS BEHIND THE DIGITIZED PICS



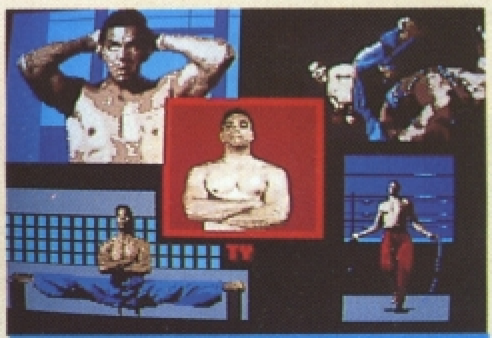
KATO

Aside from being David Yip's stuntman in *Brookside*, Kato (real name Adrian Ninja) was also one of the guards in *Tenko*. His film credits include: *Super Ninja, The Return Of Super Ninja, Super Ninja III: The Awakening, Carry On Ninjering, Mutant Ninja Death Ninjas, Alien Space Ninjas* and *Undersea Ninja Wars*. Adrian says: "I'm glad that neither my race nor my martial arts skills have led me to be typecast in any way." Adrian is currently working on *Gulf War Ninja Holocaust*.



BUZZ

"I always had it hard early in life," says Buzz (real name Edward Bic), "that was until I found I could break peoples' necks with my bare hands." After being turned down for the part of The Incredible Hulk, Edward played the 'big oily bloke' in several *Sinbad* movie epics and also played a 'very big oily nurse' in *Wrestler's Hospital*. Edward is currently working with Oliver Stone on Big Daddy's lifestory, entitled *EAZEE! EAZEE!* (Brian Blessed will be playing the part of Giant Haystacks).



TY

Despite his understated thespian skills, Ty (real name Ty) is not a professional actor. "I, ah... did lots of Am Dram encounters in my younger epoch and that kind of set me against the entire theatre sphere from an early age," he says. "I've done Shakie mainly, so this role, as an arcade game graphic, I found very challenging. For three months, I covered my room with computer spare parts and disks so I could get the feel of what being in a computer really means." Ty is currently unemployed.



Our heroes stop for a quick interlude to show off their circus skills. Ty does a few handstands while Kato shows Angel how big his juggling clubs are. Dirty devil!



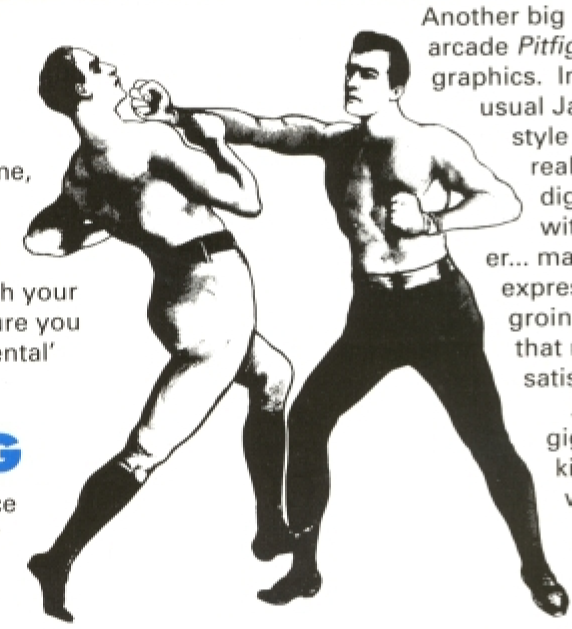
Our heroes follow up their circus spectacular with an exhibition of the dos and don'ts of breakdancing. Yo, man – git down!

names like The Executioner and Chainman Eddie, you can bet these professionals won't be appearing on *Wogan* after their title fight.

Your characters are much nicer. You (and a 'chum') can choose to play one of three deadly fellows: Buzz (the wrestler), Kato (the ninja) and Ty (the kick boxer). Each one has his own 'special' move, for use in extreme circumstances (ie most of the time). Buzz has the Piledriver, which involves picking up your opponent and smashing him head-first into the ground. Yum! Kato likes to use the old Combo Punch, a deluxe version of the normal punch, while Ty has one of those posey 360 degree Roundhouse doubries.

They need such lovely moves if they're going to survive longer than two minutes alongside opponents like Mad Miles and Angel. She has a knack of cartwheeling over you and then chopping you in the kidneys. Mad Miles, the shell-shocked Vietnam vet, still dressed in uniform, is just completely bonkers and never stops attacking you. And then, after many rounds of this palaver, you have to face the Ultimate Warrior, who has the worst pituitary gland problem I have ever seen.

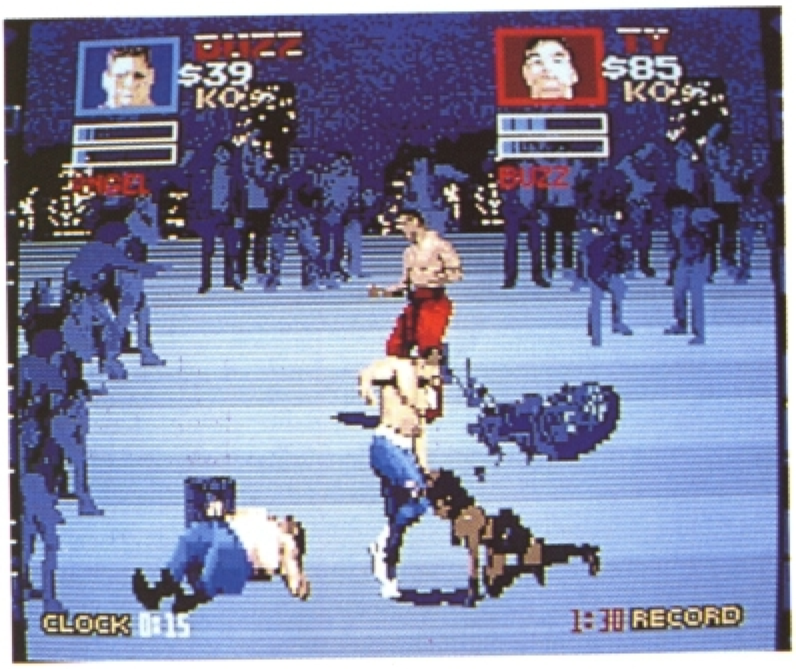
Facing opponents like these, you have a choice. You can go all out and attack everyone, or you can ally yourself with your chum and kick ass in stereo (but actually land a few 'accidental' blows on your pal when he's not looking). Killing is winning in this game, but every three fights you have to fight a knockout 'grudge match' with your chum. (So make sure you make those 'accidental' blows subtle.)



SCALING

The main difference between *Pitfighter* and its many contemporaries is the perspective. Normally, when moving around kicking butt, you simply go up the screen. In *Pitfighter* you go *into* the screen. So all the characters, backdrops and the audience get larger and smaller, in a 3D sort of way, as you move about.

When you've got a set of dedicated chips, an unfeasibly large screen resolution and Atari's budget, this sort of clever effect is easy. But on the Amiga and ST it's a tad more difficult. Teque, however, have done an excellent job of reproducing this effect. The convincing depth and scaling has been retained in the conversion without murdering the gameplay.



Er... Angel, this is neither the time nor the place...

GRAPHICS

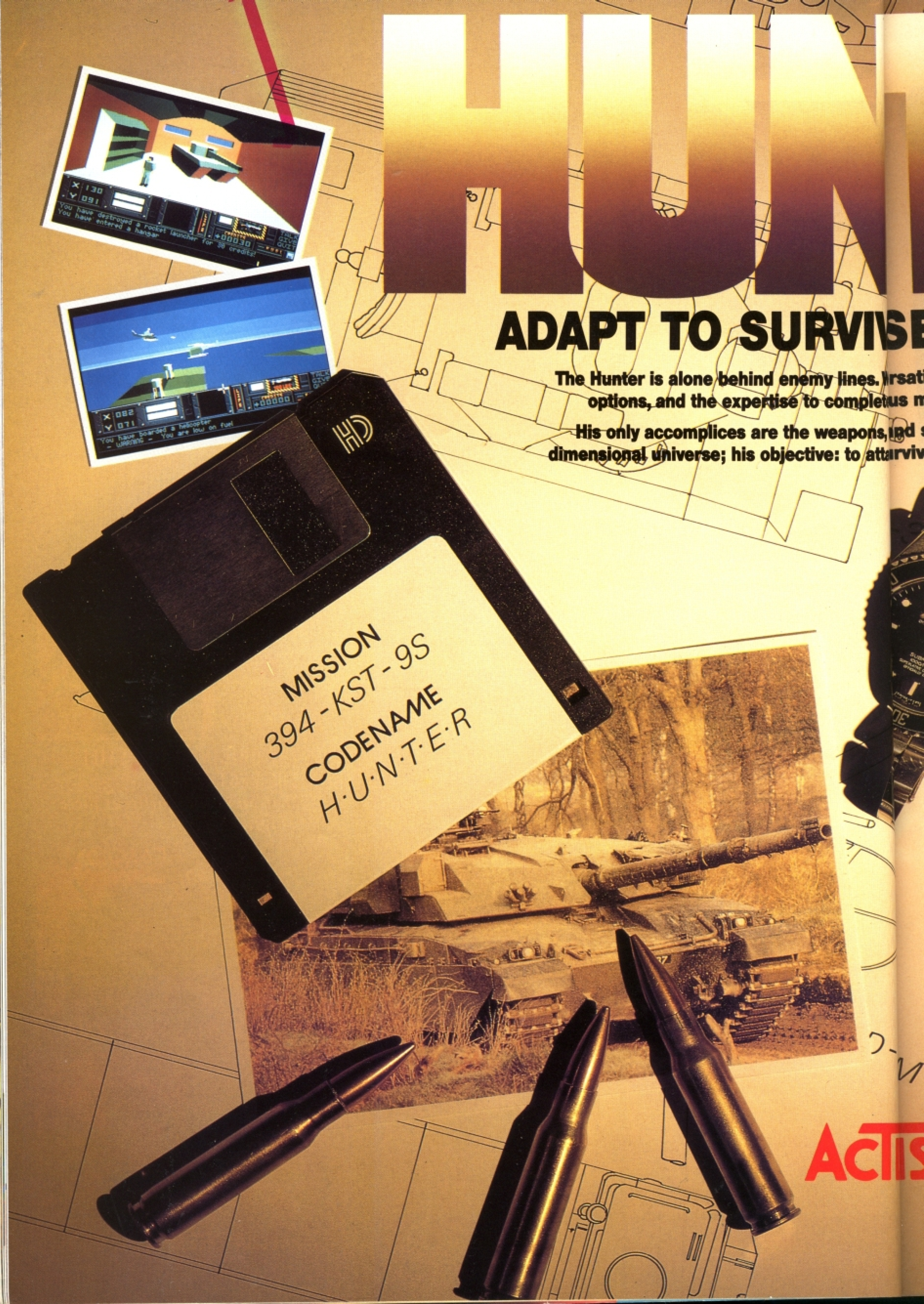
Another big feature of the arcade *Pitfighter* is the digitized graphics. Instead of your usual Japanese cartoon-style fighters, you have realistic-looking digitized actor sorts, with all manner of er... mannerisms and expressions that make groin-chopping them that much more satisfying.

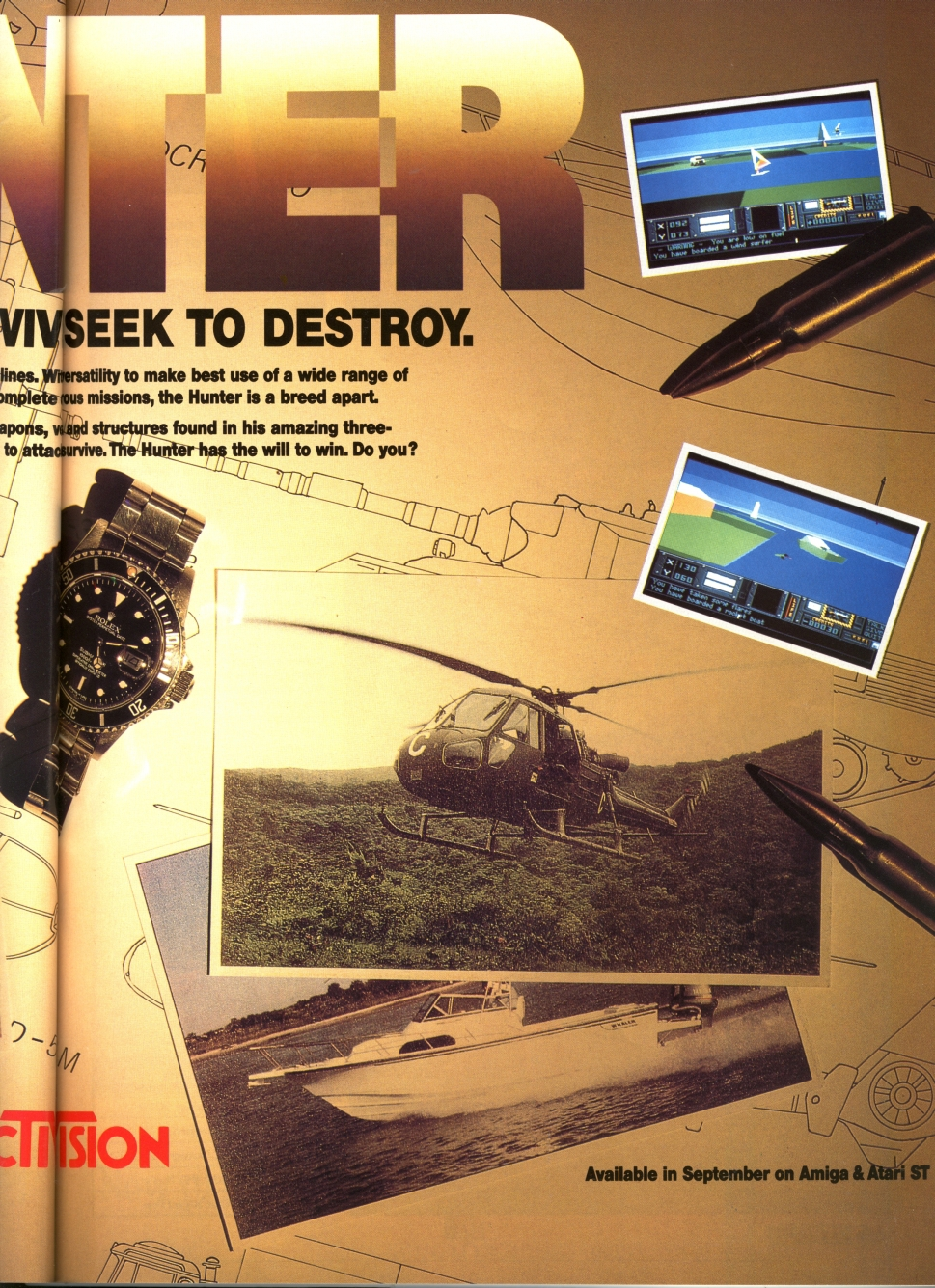
Again, 256 colour giga-sprites are the kind of thing that would make the Amiga processor turn to drink and send the ST chip rushing off to a nunnery. But, once more, those admirable Teque boys weren't daunted. All the original title screens have been ported straight from the arcade, while the in-game graphics are worked from the Sega Mega Drive version of the game. Of the original 140 frames of animation, over 100 have been retained and used in the 16-bit versions. Good news for the cardigan and slipper brigade (ie PC owners), though – all the original arcade machine graphics are being ported directly into their version (bloody PC owners). STOP

WHAT'S WHAT

TITLE	Pitfighter
PUBLISHER	Domark
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	Christmas


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options, and the expertise to complet
His only accomplices are the weapons,
dimensional universe; his objective: to att
You have destroyed a rocket launcher for 30 credits
You have entered a hangar
You have boarded a helicopter
- WARNING - You are low on fuel
MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R
ACTIS



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VIVSEEK TO DESTROY.
lines. Wiversatility to make best use of a wide range of
omplete rous missions, the Hunter is a breed apart.
apons, vand structures found in his amazing three-
to attacsurvive. The Hunter has the will to win. Do you?
WARNING - You are low on fuel
You have boarded a wind surfer
You have taken some flares
You have boarded a rocket boat
CTIVISION
Available in September on Amiga & Atari ST

GUNSHIP

Treasure Hunt – it had everything, didn't it? The lovely Ms Rice, Kenneth Kendal and a helicopter. Unfortunately, Microprose's _Gunship 2000_ only deals with the third of these. _David Wilson_ squeezes nicely into Anneka's jumpsuit (not while she's still in it, of course).



ALL CLUED UP

Heeee-llo, I'm 'Diddy' David Hamilton. Welcome to a special edition of _All Clued Up_ brought to you live from the cockpit of a Commanche Gunship. (_Audience cheer enthusiastically._)

1. **H-D**
2. **--T--I--T**
3. **B--**
4. **A-R SP--D I-DI-A--R**
5. **C-M-ASS**
6. **I-S**
7. **CH-FF --- FL-RE**
8. **--MMERS**
9. **M-D**
10. **S--T-M ST-T-S**
11. **T--Q-E**
12. **Oh no! It's the Stinger! _(Cries of 'Oooooh!' and 'Arrrwww!' from the audience.)_**
13. **A-T- -O--R**
14. **G-A-**
15. **A-TI--T--**
16. **V------- S---- I--I---OR**
17. **R-T-R L--HT**
18. **FU--**
19. **--GIN-**

The Answers
1. Your HUD, or Head Up Display.
2. It's your Autopilot.
3. It's your Bay. We're all more Stealth conscious these days, aren't we? Close the bay for less radar profile, open it to loose some ordinance.
4. It's the Air Speed Indicator.
5. Compass.
6. This is your INS or Inertial Navigational System. Set your waypoints and this'll steer you in.
7. Here's your Chaff and Flare indicator – ie how many are remaining.
8. No, it's not MC Hammer, it's your Jammers.
9. MFD or Multi Function Display
10. It's your System Status.
11. Remember, careless Torque costs lives.
12. Well, you've blown this one.
13. Auto Hover. Rather handy, this one, puts you in a stabilised hover.
14. Again in the interests of stealth, Commanches can pop their Gear up.
15. It's your Altimeter.
16. Vertical Speed Indicator.
17. Yep, the Rotor Light.
18. No, it's your Fuel.
19. It's your Engine.



MicroProse have long held the crown for being King of Simulations, then recently it went a bit quiet – had 'Wild Bill' Steeley lost his mettle? In the meantime, new challengers rose to steal (sorry) the accolades – Ocean's flawed *F-29*, Electronic Arts' superlative *Chuck Yeager* and *LHX Attack Chopper*, Dynamix's (part of the Sierra family) mind-blowing *Red Baron* (which knocked spots off MicroProse's *Knights Of the Sky* in my opinion). The flight sim market was more congested than the air space over Heathrow. What would MicroProse do? Would it sit down and sob quietly into its pint? No, sireee – hot diggedy dog, no! In fact, here's your answer: a first class new flight sim, *Gunship 2000* – the sequel to the classic *Gunship*.

Right, so here we go with a quick flight round the block (or should that be the Persian Gulf?) This helicopter sim not only attempts to recreate contemporary helicopter warfare, but also to cater for future developments in this field (hence the title).

Boot the game up and it's 'Option City, Arizona' from choice of unit insignia, mission type (two to start, but loads more promised), setting (Europe or Persian Gulf) to Chopper choice (from a humble Huey Cobra through Apaches, Blackhawks, up to Commanche Gunships – the next generation 'copter aka EA's *LHX*, 8 in total) and ten different weapon systems. This isn't the end of it either, 'cos once you've chosen mission, chopper and weapons, you get to adjust all the parameters for

WHAT'S WHAT

TITLE	Gunship 2000
PUBLISHER	Microprose
FORMAT	PC/Amiga & ST
PRICE	£39.99/Tba
RELEASED	Out now/Tba

2000

your mish – realistic flight, wind, crashes, the role of your co–pilot (he can control your counter measures and/or weapons if you so desire). This whole front end is beautifully presented, with varied and colourful graphics animated by the bucketload.

At the start of your career, you'll get to train or fly single helicopter missions, but get promoted further up the ranks and you'll soon find yourself in charge of a whole mutha-scratchin' flotilla of helicopters in a real *Apocalypse Now* stylee. Your on board target display, the ability to launch whole salvoes of rockets at the touch of the button, loads of user-friendliness in the time compression, Autopilot, and waypoint plotting department all add up to an impressive package. Mix this spectacle with some of the most atmospheric sound to be heard on the PC for an age, and you're starting to realise this is a bit spesh. Hurrah! Um.. okay, well now I've got you on maximum thrust, I'll engage your rotors (*Steady on. Ed.*)



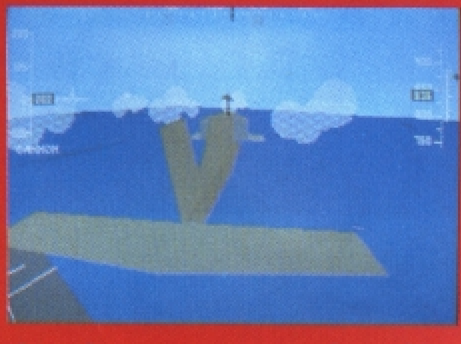
No Wonder Major Brad Zapowski keeps getting shot at – he put a fluorescent light in his cockpit.



Yes, siree – it makes you glad you're with the Allies. We only get to see the friendly side of the ugly basts.

David: As far as I'm concerned, you can keep your hoity-toity sky jockey jet fighters – they're not pilots, they're blinkin' computer operaters. Now, helicopters – man, that's where it's at! And tell me what's more impressive than someone who sits at the controls of an enormous chopper! Today, flying helicopters is the nearest you'll get to 'seat of the pants' flying. I'm sure MicroProse agrees. I can tell by the love with which it's crafted this program. Everything about it says 'quality'.

Shall I compare thee to a summer's Day? Er... no, but *Gunship* will inevitably draw comparison with the ZERO Heroed *LHX Attack Chopper* from Electronic Arts. Which is best? Well, it's a tricky one. Brent Iverson and his colleagues have well impressed the ZERO office with both *LHX* and *Chuck Yeager*. They made a conscious decision to limit the amount of detail, the number of polygons et al used in the graphics, to the requisite amount to allow for recognisable plane shapes and passable ground features. The memory that this freed up enabled the game to shift at a rate of knots that'd make Beep Beep the Roadrunner proud. MicroProse, in



the other camp, go overboard in the realism stakes and the graphics are rich and colourful. Sadly, this is at the expense of the frame rate.

Now if your PC's a 386 or better, the MicroProse title will probably give you the best of all worlds. On the office Krap™ 286 PC, it's a much closer-run thing. Okay, so it's pros and cons. Features offered in *LHX* are different to *Gunship* – especially in the tactical strategy element of commanding a fleet of choppers. Missions, though more limited in settings (there's obviously room here for add-on scenery disks at a later date), seem to provide a much greater depth. There's such a variety of ground, sea and air targets (as well as different weather, day or night). You can even start and finish your missions from land or a carrier.

Rather an unsatisfactory conclusion then, really. Both games sort of compliment each other to some degree, *LHX* tending more towards simplicity and fast-paced action, *Gunship* offering more complexity, a more realistic flight model (ie harder), slicker graphics, less speed and much more strategy.



GRAPHICS 90	ADDICTIVENESS 86	OVERALL 91
SOUND 90	EXECUTION 89	

STOP



mph
10 Chandlers Court, Eaton, Norwich, NR4 6EY
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F-117A

"Will you put me back into *Joystick Jugglers*?" howled drippy *Timmo 'Tibby' Ponting* to the ZERO editorial team. "No," they said, "just get into the cockpit of this deadly Austin F-117A." He did. And this is the crap he wrote...



Back in 1987 it was a little known fact that the F-19 Stealth Fighter didn't actually exist. Then MicroProse put together a stunning PC flight sim called, spookily, *F-19* – and all of a sudden, absolutely *everyone* knew that it didn't exist. Then in 1990, just when it was safe to say 'Stealth Fighter' down the pub without some boring plane spotter describing the vector pattern of air flow under the pilot's wossnames, MicroProse went and converted it to ST and Amiga. And it was fab – once all the bugs were sorted out. Now 'Wild Bill' Stealey has added the finishing touches to the PC version of *F-117A*, and... did you know that the pilot's underwear undergoes -2.5G during an inverted loop at over 500 kias?

Well, you do now.

If you missed all the fun the first time around, this is what it's all about. The whole point of *F-117A* is to fly to your target undetected, drop your bomb and then fly back home. The game is in playing cat and mouse with the enemy's radar net, so if you want dogfights, go and buy *Chuck Yeager's Air Combat* – *F-117A* ain't for you.

MicroProse has extended the playing area yet again – now there's a choice of nine separate regions to shoot up: the original Libya, Persian Gulf, North Cape and East Germany scenarios, plus *F-15 II*'s Middle East and Vietnam; and now there's *F-117A*'s Cuba, Korea and Iraq. The new regions are much the same as the old, but fresh radar patterns will appeal to the old *F-19* jockeys out there.

The formula is tried and tested. Select



your region and difficulty level, check the mission briefing, tool up in either the 'real' Lockheed F-117A or the 'imaginary-but-better-armed' MicroProse F-117A, take off, spend an hour flying tortuously around SAM sites and land without crashing. Do that successfully and you'll receive a medal. Fail and... runway pizza, anyone?

WHAT'S WHAT

TITLE	F-117A
PUBLISHER	MicroProse
PRICE	PC/ST & Amiga
FORMAT	£39.99/Tba
RELEASED	Oct/1992



Is it a bird? Is it a plane? Oh, it's just a Mirage.

PC

Tim: *F-19* was one of those games you either loved or hated. Unlike its shoot 'em up-type sibling *F-15 II*, it required careful planning and delicate joystick wibbling. *F-117A* is a refinement of the original right across the board, but the developments – 256 colour graphics, graduated horizon, improved front end – catch up with, rather than lead, the rest of the flight sim brat pack.

Having said that, MicroProse certainly can put a product together – the keyboard overlays are brilliant while you're learning the set-up. The atmosphere is *really* tense and MicroProse are the first company to capitalise on the footage of guided systems in action in Iraq – the improved in-cockpit camera has a sort of dull green/yellow tinge, and when a guided projectile is released, it tracks all the way to the target.

If *F-117A* has a problem, it's in the complexity of its code. It chugs on a 12MHz 286 and if you're the type of player looking for smooth action, then *Chuckie* is definitely a better bet. And another criticism – it's a whole lot easier than *F-19*. But then again, *F-19* was a bit on the 'hard' side. Um... low calorie lemon squash, anyone?



GRAPHICS	91	ADDICTIVENESS	89
SOUND	82	EXECUTION	83
OVERALL	89		

STOP


FROM THE CREATORS OF
FUTURE WARS
&
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Screen shots from
Atari ST version
Atari ST/Amiga
& PC (CGA, EGA, VGA,
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It is the 1920's. Inspector Raoul Dusentier has been invited on a dream cruise in the Mediterranean, aboard the superb 3-masted ship belonging to Greek shipping magnate Niklos Karaboudjan. But no sooner has the cruise begun when Raoul is summoned to investigate a scandalous crime – the murder of his host Niklos! It's now up to Raoul to throw some light on this sinister mystery – there's a murderer on the loose and he could be prowling amongst the unsuspecting guests even now ....
Features easy-to-use Cinématique™ point-and-click operating system, now further refined to offer considerably more depth of gameplay.
A wider range of actions is now possible, including the option to question other characters in true Agatha Christie style.
PC version features 256 colours, Ad Lib and Roland sonic support
Character size has been doubled for all versions of the game.
Amiga version features 32 colours.
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RODLAND

Ben Caudell was rather intrigued at the thought of The Sales Curve's *Rodland.* Was it about the antics of Rod 'Sexy' Stewart? Was it about Rod 'Emu' Hull's exploits? Or was it all about Rodney 'Plonker' Trotter from *Only Fools and Horses?* Well, er... it wasn't about any of them, actually...



"Well I be done seen 'bout everything, when I see a elephant fly!"

Rodland isn't about anyone called Rod at all (shame!) The rod in question is the fabled 'Rod of Sheesanomo', given to fairies Tam and Rit to help them save their kidnapped mother. She's been imprisoned at the top of a tower for no reason, other than that she has green hair! Tam and Rit have crazy-coloured hair too (pink and blue respectively – yummy).

The multi-coloured brother and sister partnership have to work their way to the top of the tower, defeating large numbers of deceptively cuddly-looking nasties on the way up. You have to get past monkeys, lobsters with claws, Japanese starfish who throw boomerangs and, best of all, the *Viz*-like pathetic sharks who start to cry when you hit them with the rod. That's what the rod's for, you see – bashing these crap nasties around with. Press the fire button when you're next to one to trap it, then keep hitting fire to toss it backwards and forwards over your head, slamming it on the floor until it rather pleasingly goes splat! The rod isn't Tam and Rit's only exciting piece of equipment – each of them also has a pair of cunningly-fashioned rainbow boots which allow the wearer to create a ladder between platforms. Killing off certain nasties leaves bombs and missiles that explode, killing even more of them, while all the time you collect bonus points for picking up pretty little flowers. Aaaaah, how sweet!

WHAT'S WHAT

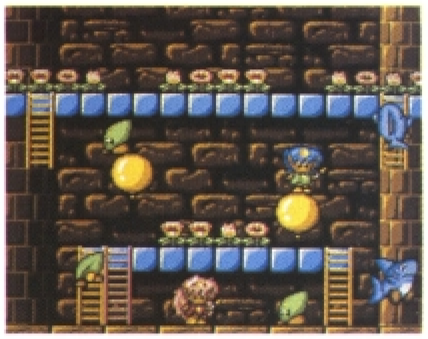
TITLE	Rodland
PUBLISHER	The Sales Curve
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out now

AMIGA

Ben: The one thing that you can't deny about *Rodland* is that its cute - cute with a capital C (and a captial U, T and E).

Although *Rodland* is basically 'just another platform game', the super-sweetness of even the most devilish of the baddies gives the game that little soupçon of something special. In this respect, The Sales Curve have actually improved on the Jaleco coin-up *Rodland* is converted from – the characters all have their little quirks, with chickens that find worms and slugs that stick their tongues out at you!

There's more levels than the coin-op, with forty screens to go through, each with a colourful backdrop and ever more cuddly but potentialy deadly creatures out to get you. And Every so often you will come across a huge beastie – the enormous elephant that swings on a trapeze while spitting smaller elephants at you springs to mind – which tends to slow your progress a bit, but with that magic 'Rod of Sheesanomo' in your greasy palms you can make short work of most things that come your way. With the help of 'a chum', you can gang up on the nasties when playing in simultaneous two player mode, to despatch them even more rapidly!



While *Rodland* is 'just another platform game', its not a bad one – especially when played in two player mode. It's rather fun to play and yes... it's super-cutesy-wootsy!



GRAPHICS 87 ADDICTIVENESS 87
SOUND 82 EXECUTION 89
OVERALL 87

STOP

MEGALO



Hitler, Saddam Hussein, Mussolini, Thatcher, Paul from *Neighbours* and *David McCandless.* We put this list of power-crazed tyrants into a hat to determine who would review Mirrorsoft's newie, *Megalomania*. Guess who drew the short straw...

Power. Power. Power. Life is about power. Hedgehogs are about being squashed on roads. Brighton beach is about fat old women with lobster-red shoulders. But life, you see, life is about power – manipulation. Life is about getting people to do what you want them to, when you want them to, how you want them to. Ask any megalomaniac: Hitler, Thatcher, Paul from *Neighbours*. Ask God – he's the biggest meglomaniac of them all.

No, even better – be God. Play a God-like figure warring with four other God-like figures for domination of a new planet. But it's a watery old place, this planet, so rather than get your hands wet, rely on your obedient disciples to do the dirty work.

The outposts of disciples are scattered over twenty eight islands of varying size. You choose a sector, plonk your people there and give them the divine order: MULTIPLY. (When God tells you to bonk, you bonk!) Your aim is to develop your propagating people in the following ways :

a) Get them to beat off claims staked by other gods. This involves lots of chopping, hacking and slaying, building of armies and clever strategies. You know the sort of thing.

b) Get them to raise their 'tech-level'. The more your people plough research into bigger, louder weapons, the more advanced they become.

c) Get them to expand your empire, by building all sorts of big towers, mines, factories and stuff.

Fighting is the main theme of development, so the move from epoch to epoch is marked by new weapons. From Stone Age cavemen (sticks and stones) and Old Testament arabs (crossbows and boiling oil), through Elizabethan thespians (catapults and swords) and First World War politicians (biplanes and guns), into modern day muthas (F-19s) and then 2001AD techies (nukes and laser guns)... and beyond. The only problem is, while you're scurrying to create a 1,000 ton 'Hiroshima special', so are your rival gods – and they're not exactly an appealing cross-section of Club God. Scarlet is a fiery man-hater/eater, as Oberon found out when he tried to be ruthless and backstabbing to her. Caesar is a vindictive and unpredictable git, especially to Madcap, who is cunning and deadly. Not the best neighbours to have come round for a cup of sugar.

Are your disciples devoted? Let's put it this way. You can click on a group of unarmed men and throw them into battle with laser-touting space commandos – and they'll do it! You can tell your followers to build a new fort in the heart of enemy territory, and they'll kiss your feet and say "om" a lot. It's sad really, isn't it?



The cavemen unveil their new weapon of destruction – morris dancing.

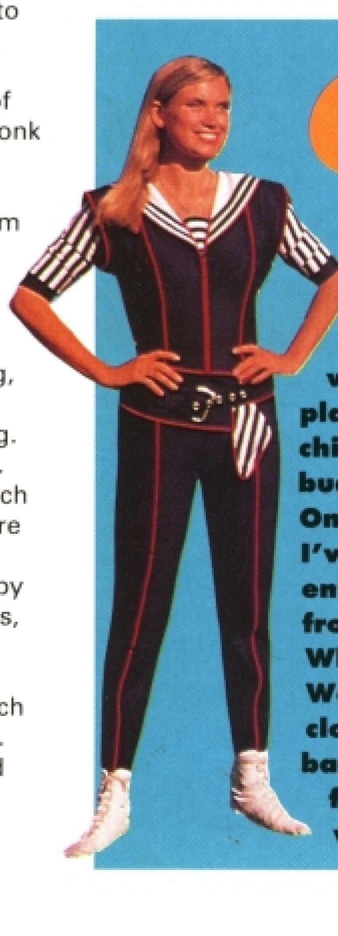


1945 sees the resurgence of the satanist movement.

WHAT'S WHAT

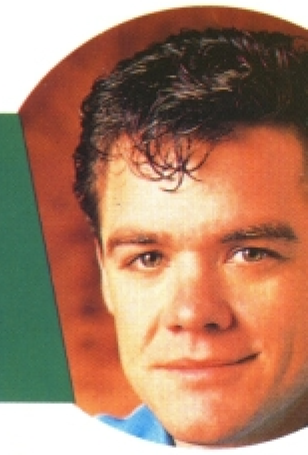
TITLE	Megalomania
PUBLISHER	Mirrorsoft
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Early August

CHA



Yah? Oh God, my challenge this week is to make the entire world a better place (especially for children) on a BBC budget. Yuk-yuk! Only joking, ah... I've got to build an entire civilisation from scratch. Yuk. Where do I start? Well I think a close-up of the back of my tight fitting tracksuit will do...

MANIA



Macca: It's going to be hard to write this review without mentioning *Populous*. Yeah, yeah, yeah... *Meglomania* is a bit like *Populous*. Yeah, yeah, yeah... the graphics aren't too different. Okay, okay, okay... so the idea's basically the same. But *Meglomania* does have its merits...

MERIT 1

You have a lot of freedom. You can opt for defensive tactics – which isn't that well catered for in *Populous*. You can mount soldiers on your buildings, design defensive weapons and drink half-pints of shandy. Or you can be aggressive, making huge weapons of destruction and launching huge campaigns against your rivals. Or you can be completely irresponsible, pour all your resources into big sticks and just attack or defend willy-nilly.

MERIT 2

Meglomania's best fun feature is marching through the 'tech levels' and then totally decimating your opposition with new-fangled weaponry. Modern man versus Neanderthals or futuristic man versus Old Testament barbarians. Then, finally, you can blat a whole empire of Romans with nuclear weapons. Genocide can be fun. *(Steady on! Ed.)*

MERIT 3

As technology increases, so does suspense. Each game becomes a race to get the weapons first. If you're first, you can sit there and rub your hands gleefully as your flotillas of planes/jets/ nukes pound the enemy. But it's this that's my main gripe with the game. Apart from doing all that logistics and icon lark, you have very little active input in the game – not enough arcadey bits! It would have been nice to be able to take control of one warrior, or one plane, or one laser turret, in a battle to make your own impact. As it is, all you can do is sit back-seat and watch.

MERIT 4

The graphics are good, if a little normal. The animation sequences aren't incredibly impressive – just lots of soliders milling about. There's a disappointing lack of 'the state of disrepair' – that special sort of graphic that shows your enemy stronghold gradually collapsing to the ground as you pound it. As it stands, the buildings just pop out of existence when destroyed.

MERIT 5

The sound is excellent, with all sorts of sampled actors' voices saying things like, "Ergonomically tewiffic", The game idea itself sounds quite boring in principle and smacks too much of a 'strategy game' for us arcade ninjas. But, as with most of these New Age *Populous*-inspired games, *Meglomania's* horribly addictive and fun to play.

GRAPHICS 80	ADDICTIVENESS 88	OVERALL 89
SOUND 88	EXECUTION 88	



The island of Cilla – cold, snowy, bleak. What are my people wearing? Loin cloths – oh good!

LLENGE ANNEKA





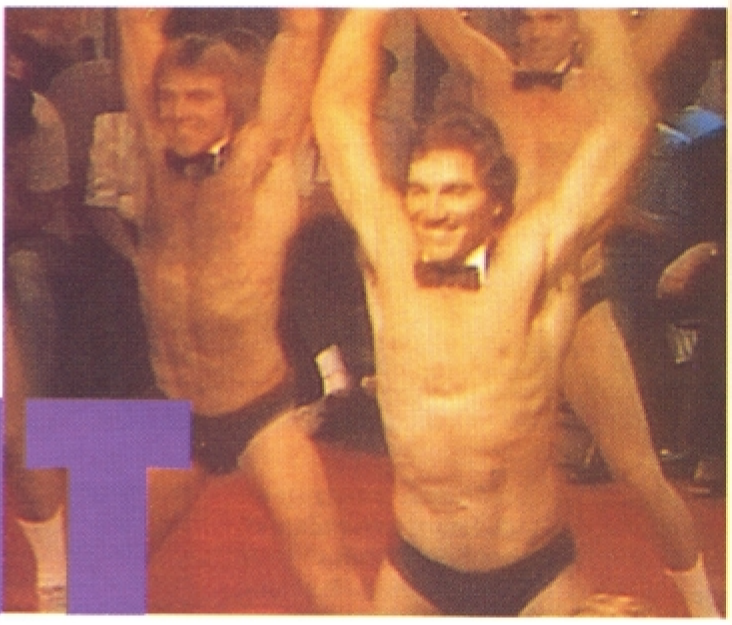


1 Oooooooo! Look! Look! Cavemen – aren't they lovely. Nearly as lovely and shapely as my backside. Yuk! Oooo! Is that real fur? Right, guys (if indeed you are guys), I'm Anneka from BBC, yah? We've got to club together, relate to each other, and make this civilisation really work. Feedback?

2 Ooooooooo! We're running out of time, but we've reached the 1980s. We've built some real eye-sores (don't tell Prince Charles. Yuk!) I've sent some of the team into battle with the ex-presenters of *Treasure Hunt*. Our SDI system is going well – it's a peach. Not as much of a peach as my buttocks though. Yuk!

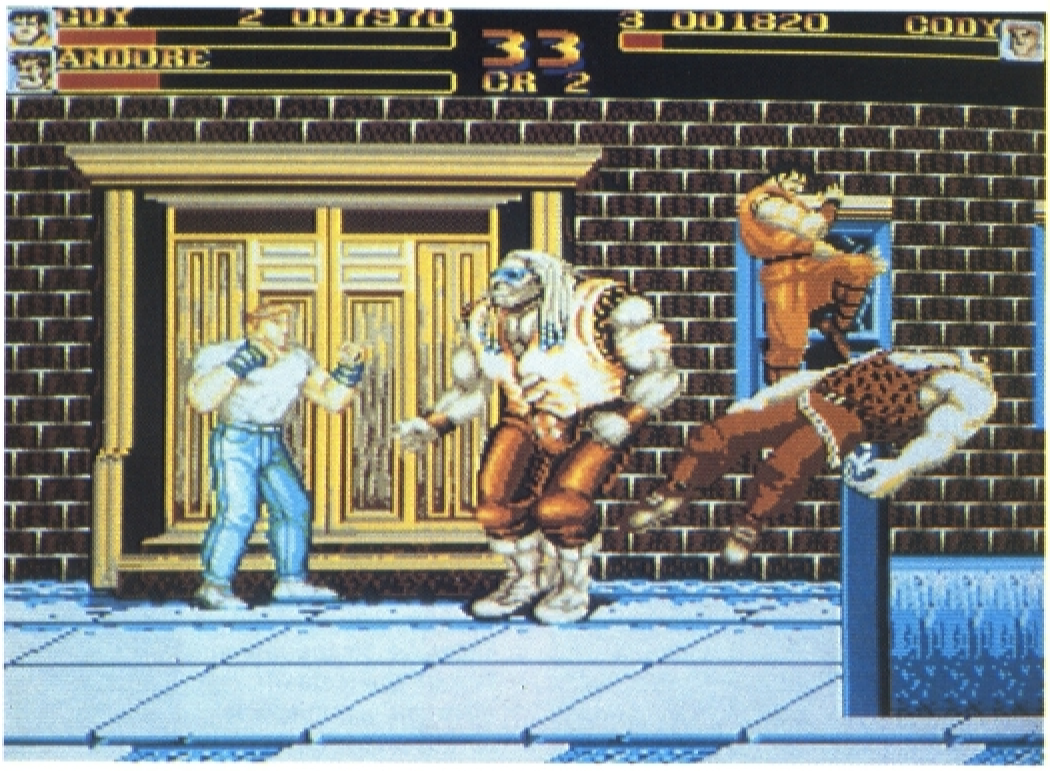
3 Ooooooooo! Right, so far, we managed a real fait accompli. Yuk. We've built these bijou little castles – aren't they lovely. Not as lovely as my plums, of course. And we've dug a big hole. It's a mine – a place where all the working class people go, to get all sorts of minerals and stuff. Yuk!

FINAL FIGHT



Shoot 'em up, slash 'em up. beat 'em up. Now there's a new genre to add to the list: *Final Fight* – the first camp 'em up. *David McCandless* reviews this newie from US Gold with gay abandon.

Beat 'em up /beet um up/ *n* **1.** a video game involving two brothers (often genetic twins) who set off on a mission to rescue their girlfriends (kidnapped by a gangland boss or evil drug dealer called Mr Big or Mr Long But Not Wide). **2.** a cry uttered by louts, after their sixteenth pint at 11.57 PM every Friday night as they leave Mr Pdang's Popadom Emporium and see someone who looks like he might not be completely British.



Look, I didn't mean it, Jeff – *Llamatron*'s a brilliant game... honest!

Metro City is a corrupt place. It's ruled by gods of sex, drugs and violence. The mayor was corrupt, the police are corrupt, those sorts of flat bugs you get scurrying about when you lift a rock up in your garden are corrupt. You (and a possible pal) are *en route* to oust Mr Big and his gang, The Mad Gears, from his festering pus-hut of a palace and rescue Jessica (the daughter of new mayor 'Honest' Mike Haggar). Your choice of three yankee heroes includes: Guy, a Ninjitsu expert; Cody, a sort of all-American, barrel-chested street fighter; and Haggar, who is, (surprise, surprise) an ex-wrestler who'd be more at home with the Chippendales if he wasn't the new mayor of Metro City.

WHAT'S WHAT

TITLE	Final Fight
PUBLISHER	US Gold
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Out now

AMIGA

Macca: How many? How many beat 'em up games are there? Well I'm not going to reel them all off, but if I was to say "About a million-squillion-billion," you'd get the idea. Aren't they fab though, eh? Mindless violence, ninja skills a-bungo, piledriving, chopping, kicking, endless enemies, big clubs, small clubs, medium-sized clubs, fairly small cl... *(I think we get the idea. Ed.)* So, after using all these clubs of varying sizes, you get bored and look for something different. What has *Final Fight* got then, eh?

Well, *Final Fight*'s graphics are excellent and outrageously camp. One mutha looks like Jeff Minter on steriods (scarey), one could be Mr T (pretty scarey), and another is a twelve foot policeman who looks like he'd be perfectly at home at The Blue Oyster Club (very, very scarey). Beat these about the head and shoulders with a knotted rope, and you have to face an Elvis look-alike and Bluto from *Popeye*. You can't win, basically. There *are* women as well, but they're semi-naked, synchronised cart-wheelers with hand-cuffs. Well... perhaps you can win, after all.

These Gay Pride nightmares are huge Gay Pride nightmares. All of them at least one third of the screen high (and sometimes as wide). They have three basic motives: to jump around and attack you; to stroll up and attack you; or to run backwards and forwards like *Scooby Doo* monsters and attack you. When people do this to you, you're best advised to retort in a similar vein.

The game is very quick. Even with so many tattooed arms and pairs of hot pants on screen, it doesn't slow down. The scrolling is very pleasing too. So, in a nutshell (or should that be codpiece), *Final Fight* is excellent, violent, death-dealing fun. STOP



GRAPHICS 88	ADDICTIVENESS 85
SOUND 87	EXECUTION 86
OVERALL 87	

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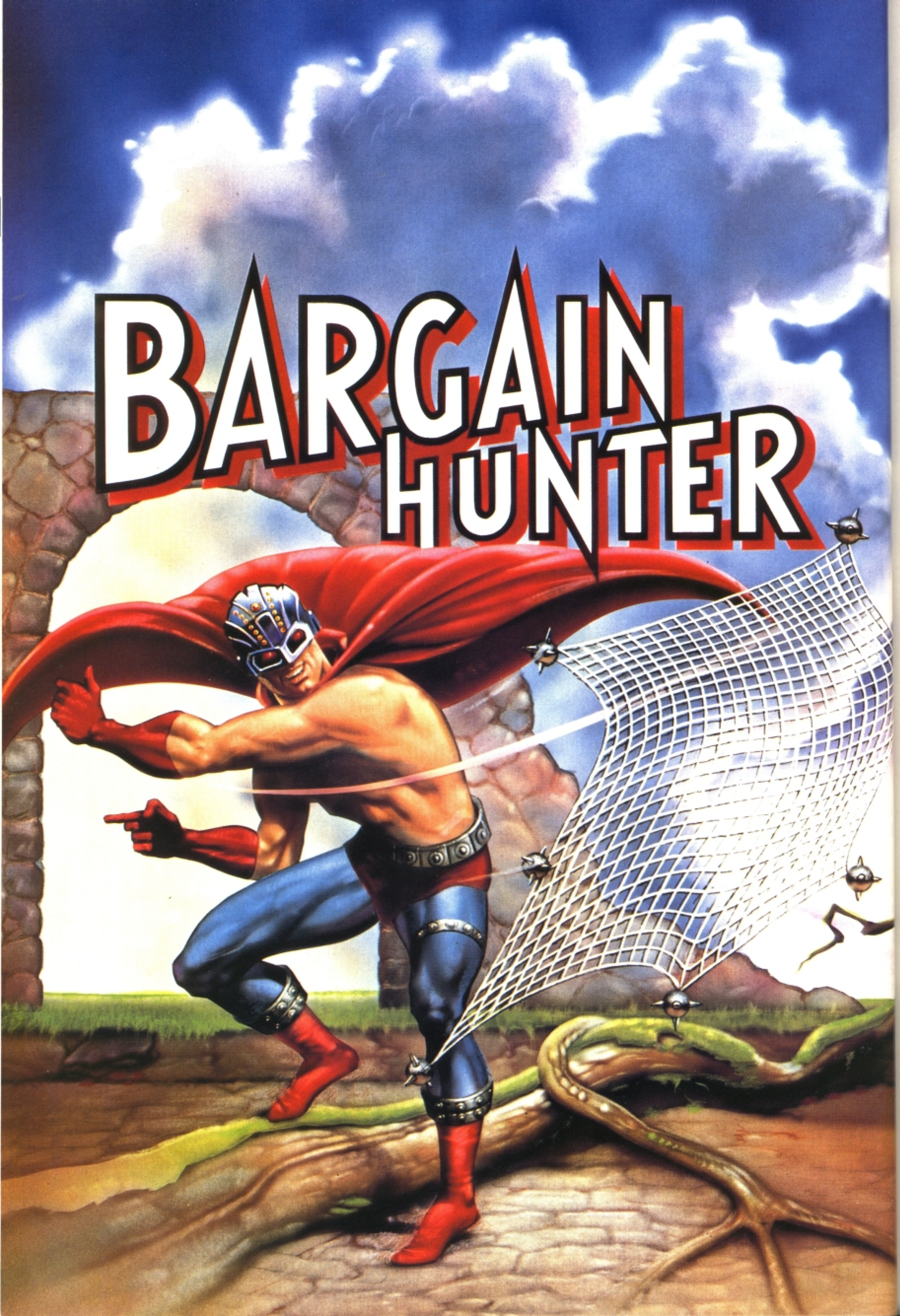
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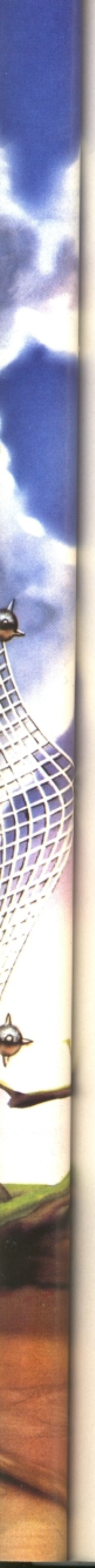


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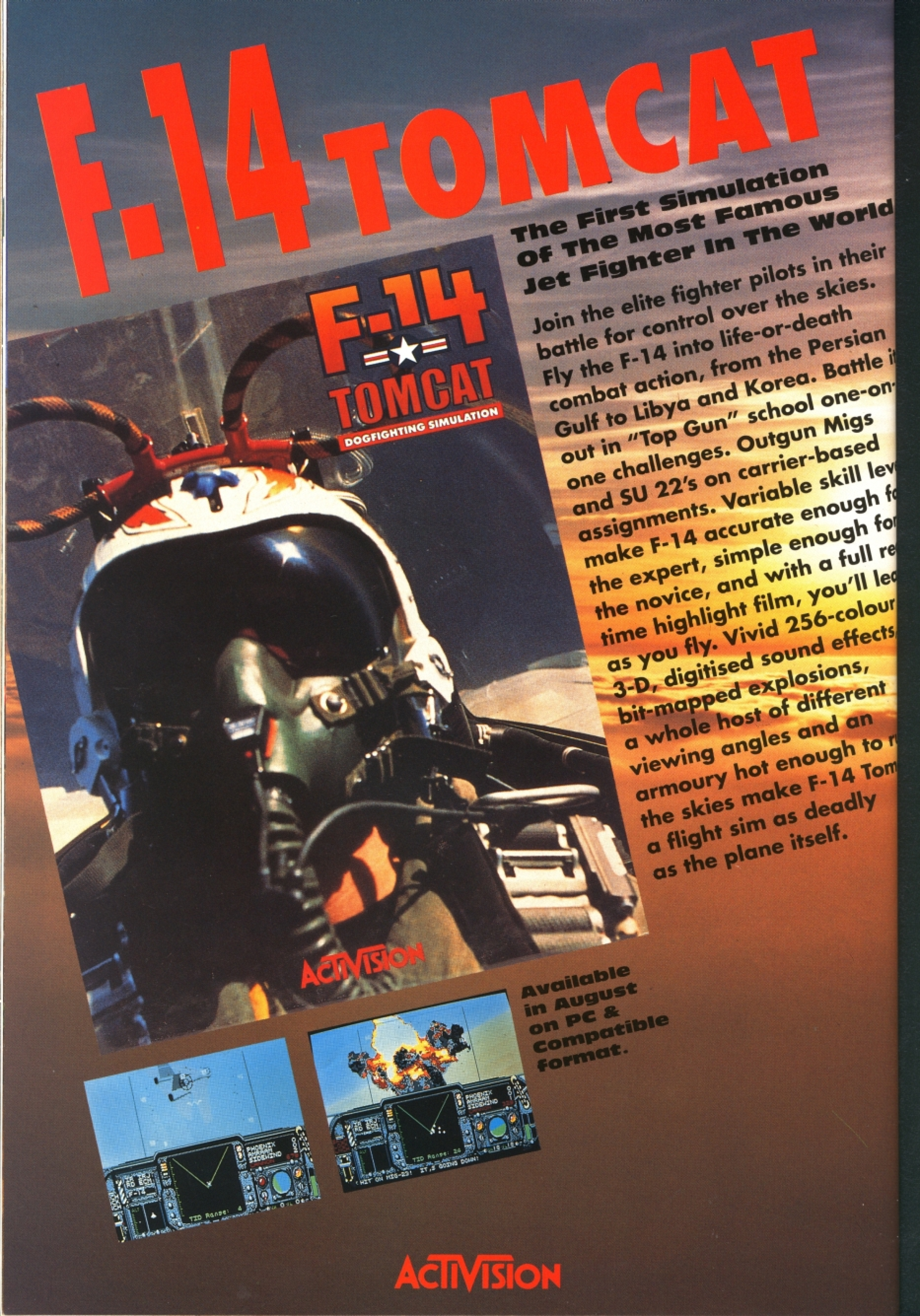
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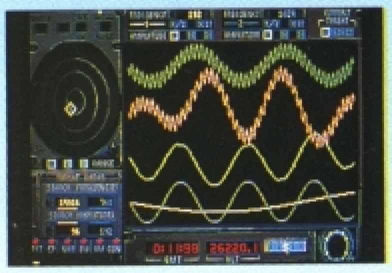
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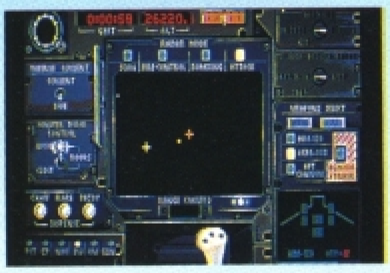
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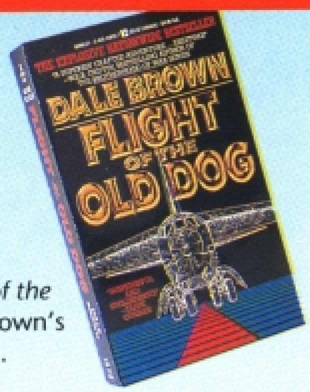
Available for Commodore Amiga, Atari ST, IBM PC and compatibles.

MEGAFORTRESS


Electronic Countermeasures

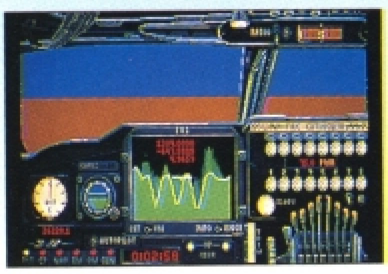

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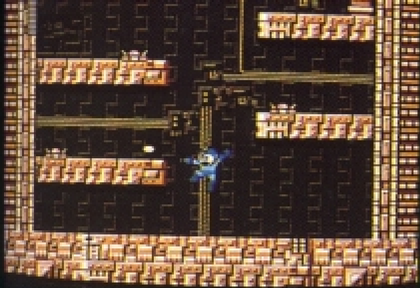

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GAME ZONE arrives at the newsagents.

The brand new console magazine from ZERO. Yes – we've turned Console Action into a magazine in its own right. It'll be full colour and glossy to make the most of the hundreds of screenshots we'll be featuring and it'll be just as wacky and off the wall as its mother mag, Zero. Every month GAME ZONE will be crammed full with the latest console news and previews, in-depth reviews, fabulous competitions and heavy hints and tips.



GAME ZONE

THE CONSOLE MAGAZINE THAT'S REALLY CHILLIN'

FIRST ISSUE OUT ON FRIDAY OCTOBER 18TH

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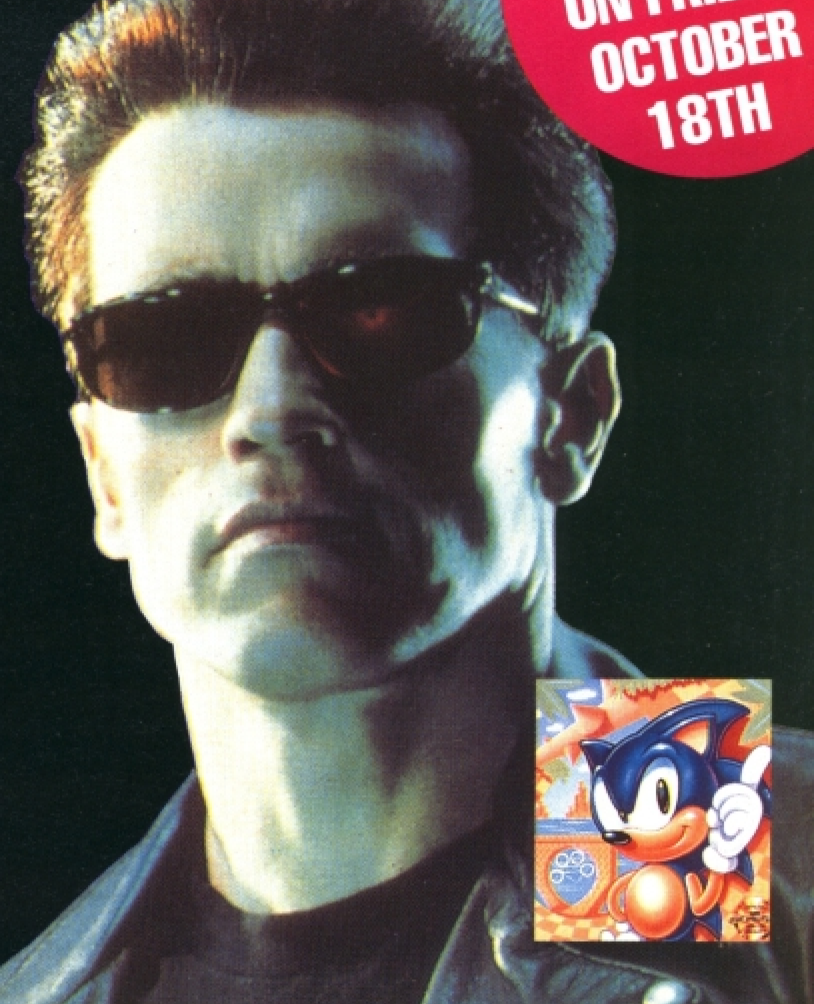
worth of prizes in the first three issues including MegaDrives, Nintendos and GameBoys



Plus there's a complete run down on *every* game ever released – on all these consoles and handhelds:

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F-117A Stealth Fighter 2.0









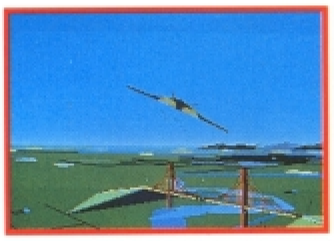
The Definitive Simulation of America's Radar-Elusive Jet

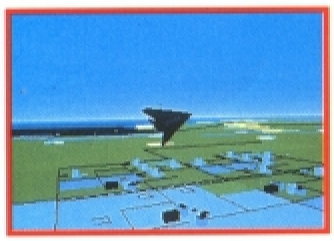
In 1989 MicroProse first released the award-winning F-19 Stealth Fighter, before the Pentagon would even confirm that such a 'plane existed. It was based on behind-the-scenes research and an adaption of the few pieces of public knowledge.

Early in 1991, the renamed F-117A Stealth Fighter was the very first plane to penetrate Baghdad radar, so launching the victorious Operation Desert Storm. Within days air superiority had been won, and the world knew the truth about stealth technology.

F117A's graphic enhancements includes a new, more realistic cockpit and in-plane graphics, as well as a replay option that allows pilots to review thrilling flight manoeuvres. Spectacular night graphics with special night HUD features, sprite explosions and smoke along with cluster bomb explosions intensify the game's visual appeal. VGA graphics also have graduated horizons, landscapes and seascapes.

Pilots can fly in nine worlds including three previously unknown to MicroProse aces - Cuba, North Korea and the Kuwaiti theatre - with improved versions of all the existing worlds in F19 Stealth Fighter and F15 Strike Eagle II. You will even have the ability to load future worlds. An improved mission generation system will challenge even the most skilled computer pilot with new exciting missions that contain improved enemy artificial intelligence.





IBM screen shots shown. Actual shots may vary.

F117A Stealth Fighter will be instantly detectable at all good software stores for IBM PC Compatibles and will support VGA, EGA, Tandy 16-colour graphics and AdLib, Roland, Tandy and IBM sounds.

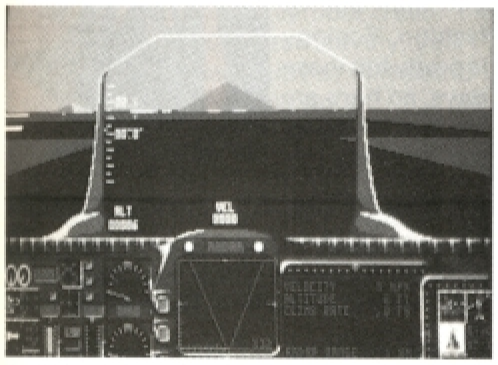
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MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA.

DÉJÀ VU

Can you identify these familiar games seen on unfamiliar formats? Of course you can, you're a man of the world, you've seen it all before...

ARMOUR GEDDON



Psygnosis/£25.99/Out Now

Sean: The object of *Armour Geddon* is to destroy an aggressor with a neutron bomb – easy as shooting a rather large sea bass in a very small receptacle, eh? Well, erm... except it isn't! You see, the bomb is in kit form, and the pieces are scattered throughout the enemy's domain (just to make life harder). You've got to find all the bits, put them all back together again and then do the business. To aid you in your mission (should you choose to accept it, Jim...) you have the choice of a variety of craft, including a hovercraft and a 'Stealth Fighter', to name but two. But these craft have to be built and armed, and while you're trying to do this you're still being attacked by the enemy. Lummox!

In theory this all sounds very good, but to me the game just cribs too much from *Carrier Command* – even the way the map scrolls is identical. Okay, the game is fun to play, but why pay £25.99 when you can get the original for a tenner? (*Why not, if you think* Carrier Command *is the dog's and you want more of the same, with tarted-up graphics and more vehicles? Ed.*) I'd rather put the saved dosh towards getting the really rather stonking (but rather hard) *Battle Command.*

GRAPHICS 80 ADDICTIVENESS 79 SOUND 75 EXECUTION 81 OVERALL 75

BLADE WARRIOR

Image Works/ £25.99/Out Now



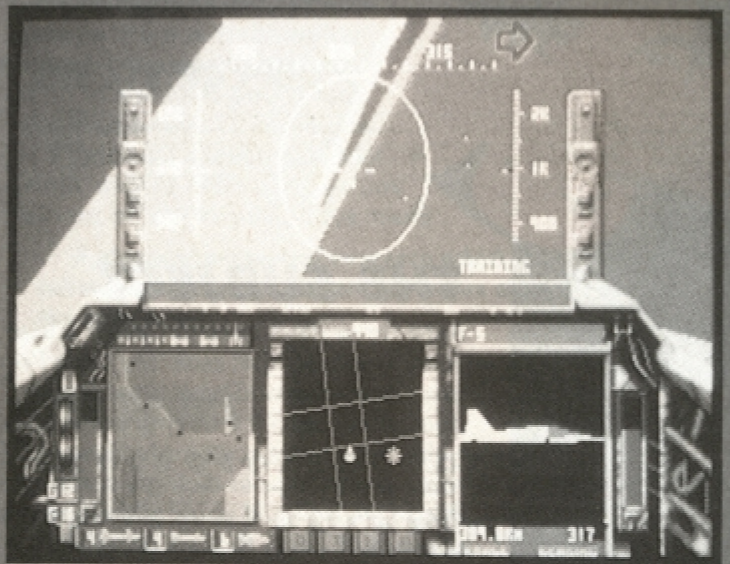
Ben: You all know the scene: "The flames burn dimly as you set out to conquer the evil Murk, armed only with your sword and a pair of spikey trousers..." Sounds a bit familiar, doesn't it? Yes, you've guessed it – *Blade Warrior* is another slice of sword-and-sorcery gamery. You play a warrior who has to nip around a forest killing a few monsters while collecting some spell ingredients for a bunch of magicians. In an effort to set the game apart from the crowd, all the action takes place at night, with only moonlight to guide your way – spook!

The graphics for this nocturnal scene look rather good at first, with everything shown in silhouette against a moonlit blackground. You can scroll smoothly through the first three levels, wandering through the forest picking up every toad that comes your way. But once your little black warrior gets into a combat situation, you suddenly find yourself behind a big black tree, so you can't see what on earth is going on.

Even though you can jaunt around the forest via teleportal gateways in your search for the magicians' hang-out, everywhere begins to look the same after a while. There's no real depth to *Blade Warrior,* and even fighting the monsters isn't great fun. With all the black graphics knocking around, you can't see the wood for the trees!

GRAPHICS 82 ADDICTIVENESS 70 SOUND 70 EXECUTION 78 OVERALL 72

F-15 STRIKE EAGLE II



MicroProse/£34.99/ Out Now

Macca: *Another* flight sim. Why aren't people bored with these things yet? I am (sort of). I mean, when you've played so many... In my sleep, I'm forever reaching for my joystick. (*Oo-er. Ed.*) I use Essence Of Combat Pilot after shave. Where other people see commercial airliners, I see goddamn Russky MiGs trying to infiltrate our airspace. I don't see BP garages, I see fuel dumps. *And* I keep calling my sister Vladimir.

MicroProse's new conversion doesn't help. Another excuse to spend hours resignedly staring at a screen (as we veterans do). Another excuse to get het up at fleets of polygons. Another excuse to sweat and bleed over my joystick.

This version of *F-15* looks and plays just as you'd expect it to on an ST (like the PC version would on an 8mhz machine). The graphics look like a straight port, the landscape is not too jerky but quite slow. You get all the usual MicroProse spread of scenarios, including Libya, Vietnam, and (shhhhhh...) The Middle East. You get a thick wedge of missions, loads of weapons, bags of missiles, SAMs, flak, enemy aircraft, tons of exterior views and loads of gameplay. I'm not sure, though, that you really need *F-15 Strike Eagle II* if you've got *F-19* on your flight deck already.

GRAPHICS 83 ADDICTIVENESS 89 SOUND 75 EXECUTION 85 OVERALL 88

RAP AT

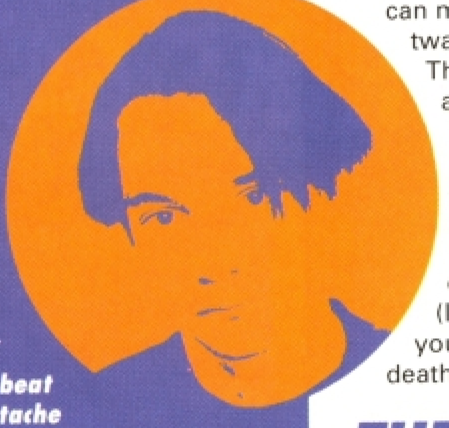
CHIP SHOP BOYS

**Yo, Man! How ya doin'?
It's time to chill wid da bluds,
groove down, gimme some skin,
lay down some slack tracks and zoom out
mellow-wise with DJ McCandski. (*Er, what? Ed.*)
It's um, time for another of those new-fangled music feature things with *David 'MC Macca' McCandless.***

Our task this month is the composition of a backing track for a 'rap'. Now, some of you may be groaning and moaning, bleating on about how you think rap is a crap excuse for degenerates and people who can't sing to get their crap, badly-rhymed and often biased political and social views into the charts with just the aid of a cheap keyboard and a drum machine they borrowed off their cousin. Wrong! Rap is a versatile, accessible art form that has not only shaped the guise of modern dance music but has also provided a thought-provoking medium, illuminating many of the important social issues of today.

FORMULA

Using the usual formula, program or record the bass and drum parts. If you can manage it, make the bass sound twangy (as opposed to droney). The bass drum should be thumpy and the snare drum tinny, for a funky contrast. The tune on the right has been especially written so that it will squeeze comfortably onto the Amiga's four sound channels or on an enhanced ST sound package (like Microdeal's *Quartet*). If you've got a multi-timbral ninja death synth, you've got no problem.



THE SUBJECT

Raps these days have to have a social conscience. All that pink 'My Little Pony' talk about love and how great life is doesn't cut with the buying public. Your lyrics have to be scythingly abrasive, razor sharp, jugular-dicingly cutting and, above all, ironic. If you understand the concept of irony, that's a good start. If you can actually *use* irony, you're already off the blocks and half-way around the first bend (as it were). Cutting, topical subjects with lots of ironic potential come and fall out of fashion. Ecology is pretty hip these days, so here are several suggested themes for songs that you might want to expand on...



- A mellow 'track' about how certain types of small green frogs are dying out in the Amazonian rain forest. Suggested title: *Yo, Man These Frogs Are Gittin' A Bum Deal.*
- A classy 'cut' about how the North Sea has become rather pungent of late. Suggested title: *Stinks Of Poo (The North Sea It Do).*
- An upbeat 'number' relating that the hole in the ozone layer is having an adverse affect on people. Suggested title: *My UV Girl (She Glows In Da Dark)*
- A sassy 'rap' about how it's difficult to believe what state some parks in London are in. Suggested title: *Don't Believe The Hyde! Du-du-don't Believe the Hyde!*

THE BEST WAY

The best way of impressing your audience is to surprise them. The best dance track shock-tactic is to start *slowly* and *quietly*. In the case of our track, start with 4 bars of the plinky bit or 8 bars of the poncy string section. Your audience will think, "Oh, this is a pretty hum-drum track" and then you hit them with everything – drums, bass, hihats –



RAP LYRICS
(SUGGESTION)

***Yo! The world is polluted
There ain't nobody who knows what to do
Yo! The streetwise thing is
Not to wade into the North sea
and have a poo!***

***(Refrain)
Yo! No! Yo! No! Yo! No! Yo! No! Yo! No!***

***The only solution
To da pollution
Is ta add lubrication
To the institution
C'mon mate, do us a favah
They all think they're clevah
Especially John Major
Who ain't in Labour!***

***(Posse shout)
WE DON'T THINK!***

***(Break)
He don't rock da house
He don't funk to the
beat
He ain't got no top lip
Huntingdon is his seat.***

***He don't rock da house
He don't groove to the beat
He should grow a moustache
Like one of them Russian Tsars
Or somethin'...***

***(Refrain)
Yo! No! Yo! No! Yo! No! Yo! No! Yo! No!***

(Repeat refrain until everyone falls asleep...)

SEND!

If you like this tune, have programmed it in, recorded it with some happening lyrics or guitar bits then I'd like to hear it. No prize this time alas, but a written reply (SAE only) and sundry other plaudits await the best ones. Send to: This Dance Music Phenomenon – What A Pile Of Old Jobs, Eh?, ZERO, 14 Rathbone Place, London, W1P 1DE. Yo, chill (etc).



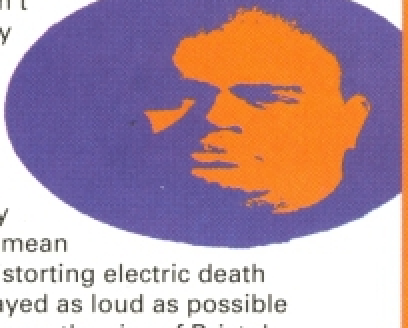
everything. Before they know it, they'll be frugging uncontrollably around the room, shouting things like "Yo, mah man!", "funky" and "ninja".

The best way to 'hit' your listeners is to put every sound imaginable on the first note. In my original version, I put a cymbal, large Afro-Carribean drum, police siren and a huge bass chord on the 'hit'. If you're restricted by internal sounds or crap synth, a cymbal crash normally suffices. Or, alternatively, you could start the lyrics loudly at that point. A defeaning "YO!" would do.

GUITAR

To give our rap a bit more of a charty feel and 'indie-crossover appeal' (I'm not sure what it means either) you could add a little guitar. However, if you're anything like me then you'll only be able to play the theme of *Inspector Gadget* and the first two chords of *I'd Like To Teach The World To Sing* on the guitar.

But luckily, just like everyone else in the world, I know someone who plays guitar. So you're best advised to invite your friend round, give him a few beers, listen to him talk endlessly about Hendrix, watch him get so drunk that he slumps unconsious over his 'axe' , then take his guitar and play the part yourself.
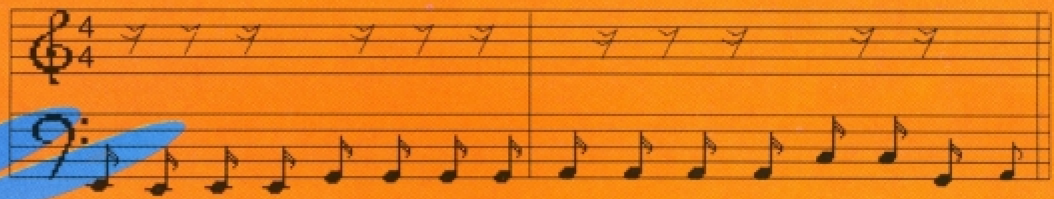


When I say 'guitar' I don't mean dreary sombrero acoustic strumming or gypsy king classical slappety twanging, I mean hard rock distorting electric death chords – played as loud as possible through an amp the size of Bristol.

THE ZEROVISION SONG CONTEST

We had a staggering response (ie more than two letters) for the ZERO Euro Ninja Acid Pop Woo Yeah Git Darn Loco Thang compo last November. The ZERO posse decided that **Andrew Brock**'s track was the most 'bombastic', and he won a copy of *Music X* plus all sorts of games and stuff.
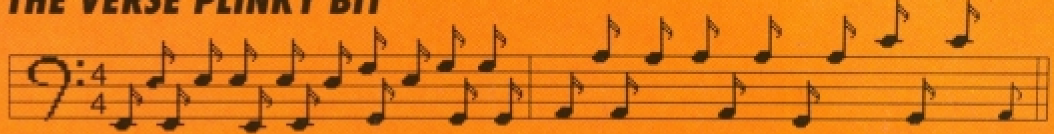
There could well be further ZERO-vision song contests in the future – watch this space, or rather this fullstop.

THE VERSE BASSLINE



1 ***The bass sound should be percussive, hence the short notes. Each beat should be a syncopating sonic sepulchre of sound, which should... well, that sums it up, basically.***

THE VERSE PLINKY BIT



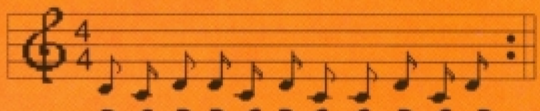
2 ***This bit plays under the drums to make the whole verse seem fatter, rounder and indeed plinkier. You can use all sorts of sounds for this part. I used the old acid 'squirt' sound, but you can use an electric piano, xylophone, beepy synth or even something like tom drums or bongos.***

THE CHORUS BASSLINE



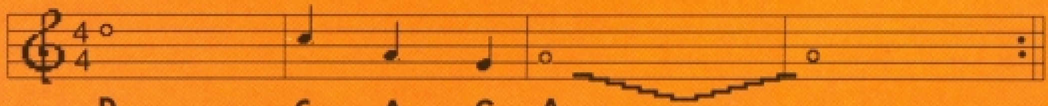
3 ***The bass for the chorus slows up a bit, but the tempo is sustained by the drums and second plinky bit (see FIGURE 5). This bass pattern should be repeated twice.***

THE CHORUS PLINKY



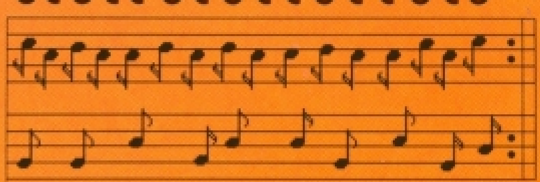
4 ***The best sound for this riff (repeated 4 times) is piano. You'll have to drop the hihats to accomodate this part, but the fast alternating pattern makes up for it.***

THE STRING PART



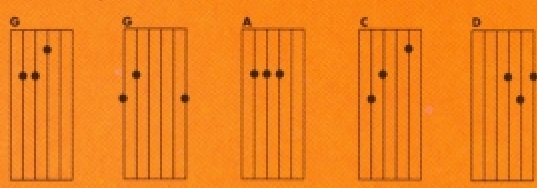
5 ***A pleasant orchestral overture which marks the chorus and adds a touch of class and culture to this track. Sustain the notes as much as possible. The brighter the strings sound the better.***

THE DRUMS



6 ***This is the classic break beat structure. It goes Pam-pam-pappypappypampam. The hi hats (on a seperate channel), alternating cleverly between open and closed, fill the gaps and make the drums sound fuller and more natural. One more line to go here.***

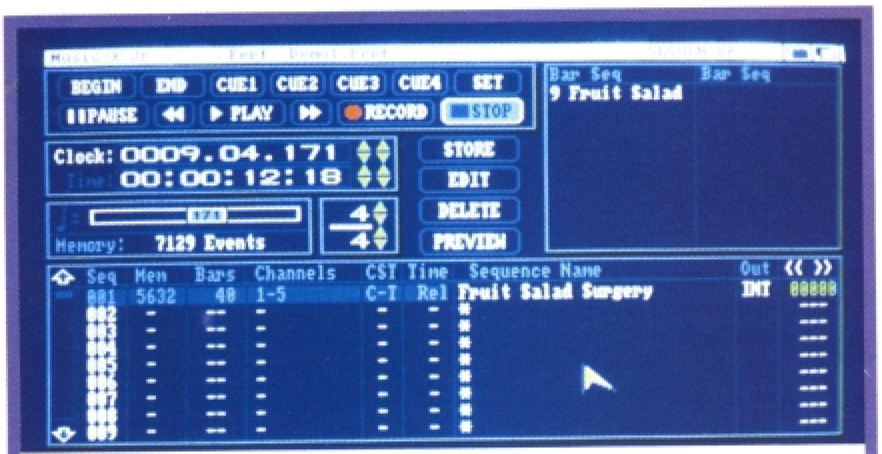
THE GUITAR CHORDS



7 ***These are the guitar chords. With a bit of practice on the old axe you should be able to play these. And the fab thing is that you can play them at any point during the song and they'll still be in tune.***

review

MUSIC X TRA



1 **The main screen works like a huge multi-track tape recorder. The controls on the top left allow you to fast forward, play, speed up/slow down and record snippets of your masterpiece. The right hand panel flips through the sequences' names as they are played, while the bottom of the screen lists the sequences you've already recorded.**

Hoping to make a 'big thing' of your Amiga music? Record companies baying at the door? You're not going to be a full 'DJ Ninja' until you've got one essential piece of kit – *Music X*.



The full-blown version of *Music X* (and its 500 page manual) caters mainly for industry standard record producers and professional musicians like... ah, er... well, like all those producers and musicians you could quote endlessly. Prince uses it, for example, and so does (slaver, bonk) Betty Boo. But for your bedroom DJ dance music phenomenons, as a lot of musicians are these days, it's too good. Its scope of features is too broad. Most of them end up unused – except as screens to flash up when impressionable friends are nearby. But there is a junior version of *X* (as we MCs like to call it) which is slimmed down just enough to provide all the features you need for a Amiga home setup.

Music X Jnr fully supports *Sonix* (my other fave music package). You can convert songs from *Jnr* to *Sonix*, and vice versa. *Jnr* is also tailored to accept *Sonix*-format samples as well as IFF. However, Amiga samples aren't all that easy to handle in *Jnr*. The manual says it is technically possible, but if you want to put your raddest ninja funk dance beat and President Bush samples alongside some beepy dance tunes, you might have a problem. Also, if you're classically trained (ie too clever by half) or well acquainted with stave notation, you might have a bit of a problem getting used to the 'events processor'.

The two-disk package comes with a whole directory of demos that you can pretend to have written yourself.

Music X Jnr is an essential part of any Amiga MC's home setup. It takes a little getting used to, a little practice, a little trial and error, but for the exclusive, rock-bottom bargain price of £39.95 (+£2.50 p&p), you basically can't go wrong. After extensive negotiations, Microillusions UK have agreed to give ZERO readers a massive 50 per cent discount on this amazing piece of software! (*Music X Jnr* normally retails at £79.95). Just fill in the form on this page before 31st October and send it, with a cheque or postal order, to: **ZERO *Music X Jnr* Offer, Microillusions UK, Brooklands New Road, St Ives, Cambridgeshire, PE17 4BG.** STOP



2 **This is the edit screen, used for 'tweaking' and searching out wrong notes. Huge amounts of copying, cutting and pasting are possible here, as well as 'quantizing' (useful if you played your piece a jot out of time). The screen can scroll as the part is played, so you can follow the notes and warn nearby friends of approaching 'good bits'.**

SEQUENCER TALK

***METRONOME:** A 'click' track which monotonously pounds on the beat while you record your track. Being naturally funky and able to keep to this beat foregoes the use of Quantizing.*

***QUANTIZING:** Basically re-arranging your notes so that they are in time with the beat. This is useful for classically trained people who, of course, have no sense of timing whatsoever. Richard Clayderman is classically trained – how many times has he been in the dance charts?*

***SEQUENCE:** Snippets of your song which you layer onto one another to make a 'masterpiece'. It can be anything from a drum track or bassline through to a fiddly keyboard bit or a sample from Police Academy III.*

***MASTERPIECE:** See the previous two pages for an example of this.*

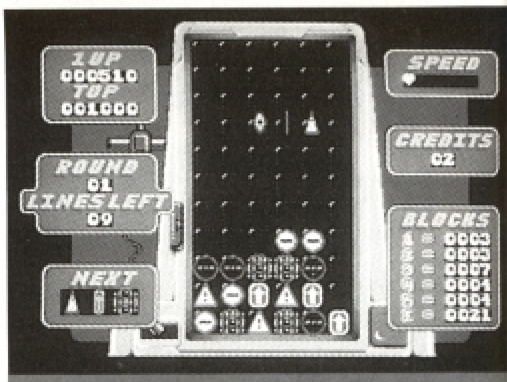
***HORRIFIC SELF-INDULGENCE:** See the above definition for a perfect example of this.*


R·TYPE
II



THE PRICE IS RIGHT

Pssst... wanna buy some very cheap software? (Schtum... mum's the word an' all that.) Then Bloggo's yer man – no questions asked, awright?



STACK UP

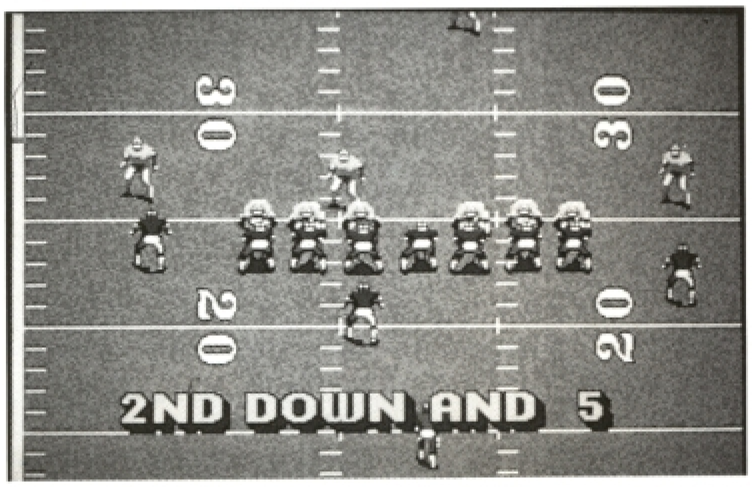
Zeppelin/ST & Amiga/£7.99

Bloggo: If I had a tenner for every *Tetris* clone I've seen, I'd be sunbathing in Rio with Ronnie Biggs by now. *Stack Up* is well put together with a good soundtrack, but it's still *Tetris* with knobs on.

Strips of three blocks fall from the top of the screen. Each block has a design on a theme. Putting three matching blocks side by side makes 'em vanish. You can juggle the blocks around as they fall, which puts a bit of stress on yer reflexes, but apart from that it's "been there done that naff off". Mind you, *Tetris* on the ST or Amiga is no great shakes, so if you're after this type of game, this is as good as any of 'em.

OVERALL SCORE 81

TV SPORTS FOOTBALL



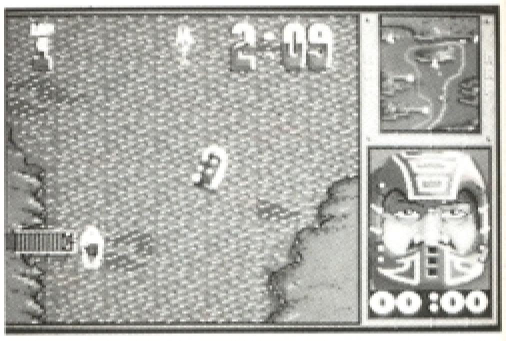
Mirror Image/ST & Amiga/ £9.99

Bloggo: There's nothing I like better than settling down in front of the telly watching a bit of the old American footie with a glass of home brew in my hand. All those blokes kicking and wrestling with each other – what a larf! I'll never understand the rules, but those that do will enjoy this sim. You get to choose your tactics for each play, and then control the action on screen. There's some dead good animation and convincing 'hut hut hut' sounds from the players on the field.

Each game takes about as long to play as a real match, but the computer will carry on playing, still using your tactics, if you want to pop out for a bit. The only hassle is that there are some long disk changeovers – changing disks to take a field-goal is a real wind-up, an' no mistake! Apart from that, this is a bit of a cracker for them that fancy themselves as the team coach.

OVERALL SCORE 85

RUN THE GAUNTLET



The Hit Squad/ST & Amiga/ £7.99

Bloggo: *Run The Gauntlet* is all about buzzing around in powerboats, go-karts and stuff. Trouble is, the game gets about as much fun as watching paint dry when you suss out that each section's roughly the same.

No matter what vehicle you're driving, you either whizz round the sea or you whizz round a track – that's it. 'Cept you don't exactly whizz round, 'cause every boat or car you're driving is so flippin' difficult to steer and you end up crashing all the time. Why not invest in one of my helmets instead?

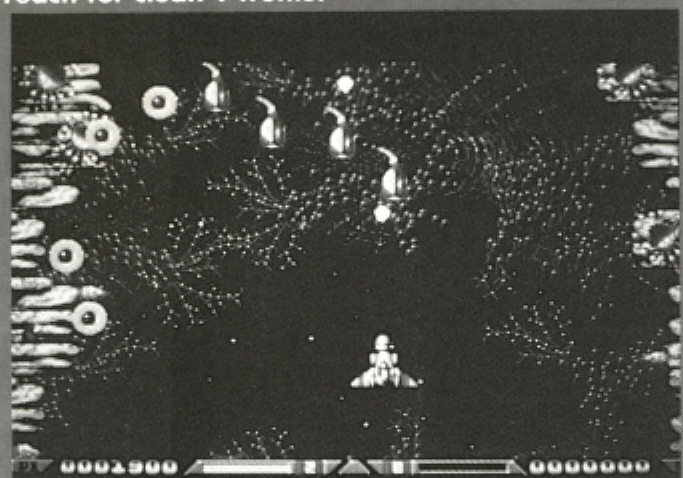
OVERALL SCORE 60

XENON II

Mirror Image/ST & Amiga/£9.99

Bloggo: It seems only two years ago that this shoot 'em up was raved about in ZERO's pilot issue, when we dubbed it "the definitive vertically scrolling shoot 'em up on the ST." 'Course there've been a fair few smooth scrolling shoot 'em ups with fab graphics since then, but this is still up with the best of 'em. Wot's it got? It's got the lot! Smooth and colourful graphics with a beefy Bomb The Bass soundtrack and enough aliens to make the toughest pilot reach for clean Y-fronts!

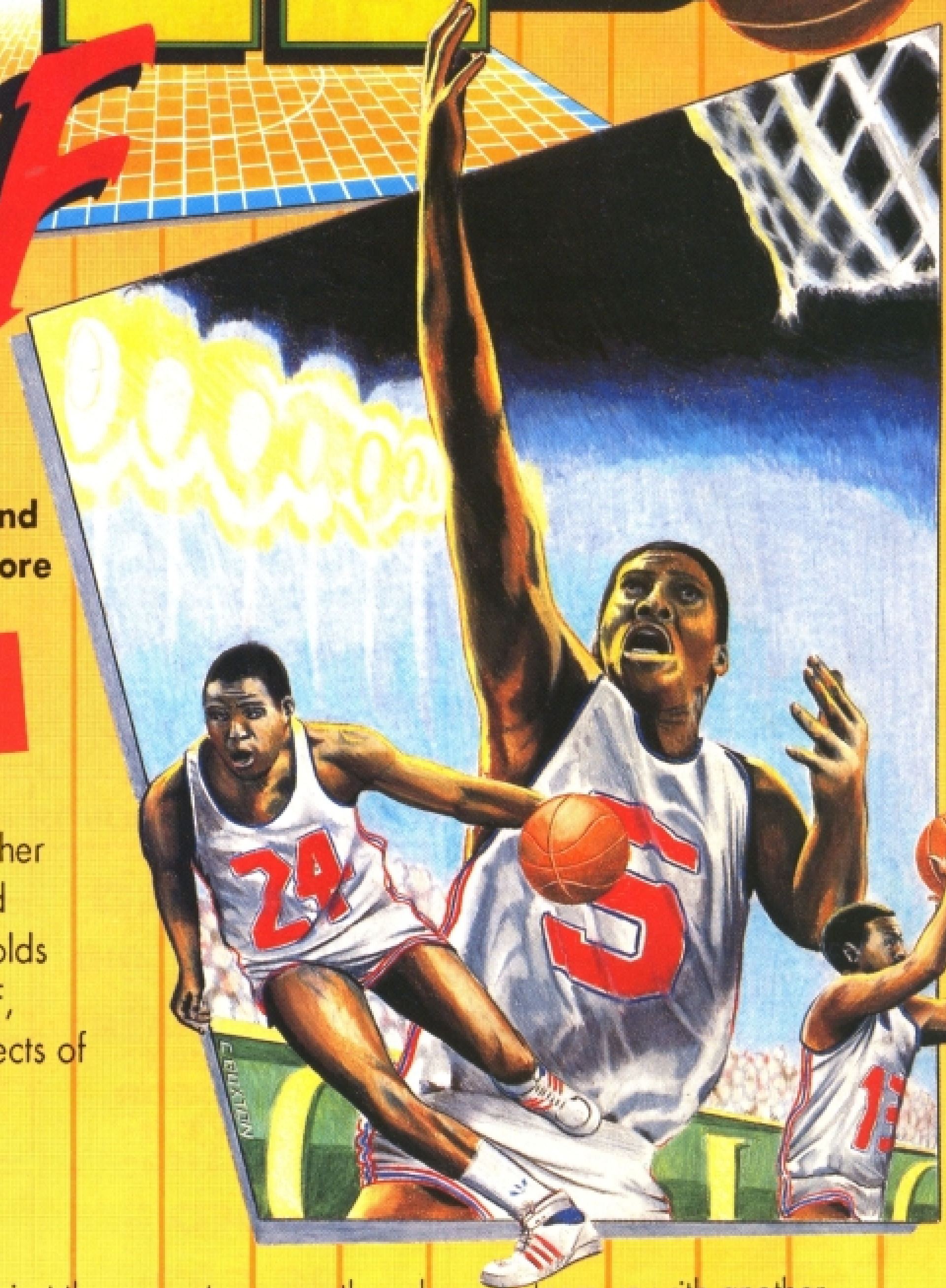
ZERO HERO



To help you beef-up your fire power, you can visit shops crammed as full as Bloggo's Bargain Emporium with all sorts of gear to stick on your nose and bottom (just like Bloggo's Bargain Emporium). There's a grand array of lasers and missile launchers to tool up with, so's you can unleash mayhem on the swirling waves of maggots who attack you. A game to sell your grandmother for, but at this price you won't 'ave to – you could just rent 'er out out for a bit instead!

OVERALL SCORE 95

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

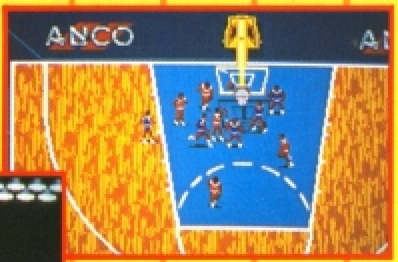
A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA ATARI ST -
IBM PC & COMPATIBLES
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Amiga Screenshot's Shown

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SHORTS

Chaos reigned at ZERO when, to honour the union of our two great European countries in 1992, *Shorts* gave my *ami* and yours, *Monsieur Jean-Jacques Luc Dupont*, a chance to cast his French, garlic-eating, wine-swilling, snail-chewing eyes over this month's missed-out reviews. (*Spot the racial stereotype. Ed.*)



ARMALYTE

Jean-Jacques: *Qu'est-ce qu'il y a dans ma poche?* Yes, you have the truth. It's **Armalyte**, a full-of-colour shooting game set in the cosmos. I'm informed by some of my best Parisian street artist friends that this Thalamus game operates at 50 frames to one second, has some very tidy Psygnosis-style title screens, and a large amount of spaceships – all firing at my *derriere! Mon Dieu*! This game is the very difficultest game I've played in my spare time. *Mais, zut alors! Quelle heure est-il? Ou est la gare?* Jean-Paul *est dans le jardin. Ecoutez et repetez.* Beep!

(At this point it became apparent that 'M. Dupont' wasn't a real Frenchman at all and was, in fact, Longman's Audio-Visual French Level 4, *so he was hastily removed and replaced by Donnie from New Kids on the Block.)*

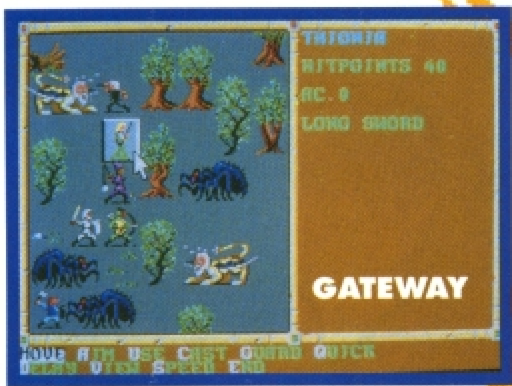
Donnie: Hey, kids, hang tough! **The Executioner** is a rather grand title for what is basically a glorified *Thrust* with *Elite* knobs and *Aliens* bells on. It concerns skulking around the galaxy, warping to planets, scooping up isolated prisoners and torturing and man-handling them. Fab sentiment and a rather good game to boot.

Palm blisters ahoy with Hawk's **International Championship Athletics**. It's a joystick-waggling sensation, so plenty of opportunity for your mum to walk into your bedroom and register shock on her face as she sees you doubled over your joystick. That's about all the fun you'll get out of it, unfortunately. The graphics are not too good, really – *and* the sprites are too small. Athletics sims are a tried and tested formula that most people are no longer interested in.

Activision's **Bushbuck** on the PC has you flying all over the world trying to get hold of five mystery objects, and gives you lots of nice educational information about each city you visit. It's great for finding out that the only organ in Siberia is in Novosibirsk, er... but not much else. There's a couple of soccer (I believe you call it football) games up next, so I'm handing over to my old mate Jimmy Hill for some expert views. Yo, checkitout!

Jimmy: D & H are flogging the old *Football Manager* horse with **Striker Manager** and **Football Director II**, both on the ST. Neither are much 'kop' (ha ha - got that one off 'El Tel') unless you're really into being a football manager, 'cause there's very little in the way of exciting action (bit like a Spurs match, ha-ha – Tel'll get me for that one).

I wasn't overly impressed with Domark's **Virtual Worlds** either – four old Freescape games from Incentive cobbled together, but I suppose it's a bit of a bargain if you like exploring some rather basic 3D corridors. Personally, if there's no footie on the box for me to yatter on about, me and the wife prefer a nice board game, such as Leisure Genius' **Monopoly** on the Amiga. All the features of the board game, plus the ability to play against the computer.



GATEWAY

While we're on the subject of board game programmes, Gremlin's got the first **Hero Quest Expansion Disk** on its way, called **Return of the Witchlord.** And talking of 'returns', Electronic Arts' **Battle Chess II** is no great improvement over the original – except this time it's Chinese chess (whatever that is when it plays at home).

Just time to mention a couple of Three-Sixty games before the off.



THE EXECUTIONER

Armor Alley is a fun shoot 'em up that looks okay for kids under the age of three, and **Sands of Fire**, a rather good tank sim. And I should know, for as well as being a star footballer, I was also a top tank commander during both the first and second World Wars. (*Oh yeah? Itchy beard! Jimmy Hill! Ed.*) Oh, and is there just time to mention the new *AD & D* game **Gateway to the Savage Frontier** – more of the usual not-really-very-exciting mucking about with monsters and that? No? Oh well... STOP

STAR★TIPS



THIS MONTH: Reversing into a parking space with England star PETER BEARDSLEY

Don't turn the wheel until your front bumper's in line with the other car's door, then quickly put full lock on. When you're in the space, quickly turn the wheel the other way to straighten up."



NEXT MONTH: Happy Mondays' SHAUN RYDER on cycle repairs...


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WITH THE HELP OF DR STRANGE - THE SORCERER SUPREME, SPIDER MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS - DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY... THE CLOCK IS TICKING!
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ISSUE TWENTY FOUR

CONSOLE ACTION

NINTENDO ES
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INSIDE

Rip roaring **Mega Drive** action in **Razor Soft's Techno Cop!**

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OOOF!

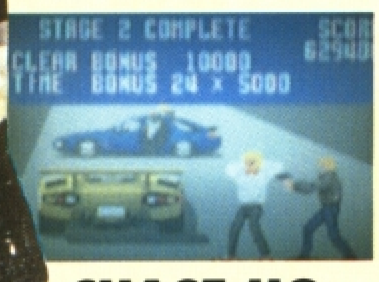


EA Hockey
Get your skates on, stick at it and puck off!

REVIEWED



SUPER R-TYPE
Blasts onto the Famicom!



CHASE HQ
Burns rubber on the Game Gear!

EA HOCKEY







Electronic Arts/£39.99/Mega Drive

CONSOLE CLASSIC

Most spectators think they understand the rules of ice hockey, but they don't. In fact, most professional players, if cornered on the subject, would have to admit that they weren't really too sure either. So here, before the main review, is a brief glossary of one of the fastest sports there is – you'd better read it, or you won't understand what we're talking about later on.

The Puck: The puck is a solid piece of rubber which weighs just under a kilo – when it's stationary that is. However, as the puck never moves at anything less than 3,000 miles per hour, its average in-match weight (and we're talking body impact here) is over 13 tons per square inch. It's a killer! Avoid!



10,000 people crammed into a fridge-freezer.

The Pitch: The pitch is a bit like the freezing compartment in a refrigerator, only it's flat, is surrounded by spectators, and hasn't got a half-used bag of Birdseye Peas wedged immovably in at the back.

The Scoring System: Good old fashioned 'goals' – put one in the net and you're away. One-nil... two-all... five-four... as simple as soccer.

The Game Periods: In ice hockey each match is split into three periods – at the end of each of these periods the teams change ends. That's three end changes per match. This is intended to trick very stupid players into scoring an own goal every so often.

The Players: To be a professional ice hockey player you have to fulfil any three of the following four criteria: produce a minimum of 520 BHP, be able to skate, be able to accelerate from 0 to 60mph in three seconds flat or have a brain the size of a peanut. (It's a bit like American Football in a way.)

The Kidneys: These are vulnerable organs situated at the back of the body – to each side of, and just above the base of, the spine. In ice hockey they are further defined as 'targets'. If somebody is controlling the puck and you don't want him to, you just aim your stick at one of his kidneys and charge.

The Stick: This is used for hitting the puck. It's also used for hitting the other players, the referee, members of the crowd, the cheerleaders, Carol Decker and anyone else you care to think of.

The Bench: This is the 'sin bin'. It's the place a player is sent after he's committed a particularly heinous foul. Even in a 'friendly' game, it's not uncommon to find all ten players and both goalies sulking on the bench before the first period has even got underway.

The Fights: Ice hockey has an unofficial sub-game. It's called 'boxing'. No further explanation is required.

Guns: Ice hockey players aren't allowed to take guns onto the pitch with them, which is just as well – they'd all have blown each other away a long long time ago if they were. Ice hockey would then be a sport you'd learn about in war museums.

The Pep Talk: As in most sports, ice hockey players receive a lecture from the Manager shortly before going onto the pitch. And it goes something like this: "Remember guys, it's not just about winning – it's also about slicing off any outstretched fingers with your skate-blades and knocking the oposition's teeth out with the curvy bit of your sticks! Go eat 'em alive!"

Torville And Dean: Torville and Dean perform pirouettes for the sake of 'art'. The only reason you'll see a pirouette performed on an ice hockey pitch is because a player has just accidentally stopped a rapidly moving puck with his testicles.

The Padding: Ice hockey is played extensively in the States – as with all sports played extensively in the States, both body padding and crash helmets are worn at all times. (Americans even wear titanium armour to play chess.)

Er, And That's It: Yes. That's about all you need to know, apart from the fact that there seem to be off-side rules as well... but who cares about off-side rules, eh? *(Aha! He doesn't understand them. Ed.)*



NON-STOP ACTION

So there you go. You're now an ice hockey expert. But how does *EA Hockey* match up to the thrills and spills of the real thing? Well, the answer is brilliantly.

There've been quite a few ice hockey games on various formats in the past few years, but somewhere along the line they all seemed to go astray, with piddly little graphics here, plodding gameplay there and not a lot of action in between. Not so with this one – in fact it's the total opposite. The sprites are big, they move at breakneck speed over a beautifully scrolling pitch, and the action is non-stop from the moment the start whistle gets blown to the moment all your



France take on Italy in a battle of ice hockey giants!?

players have been killed. It's probably worth mentioning at this point that *EA Hockey* has been put together by the same lot who coded the excellent *John Madden's Football* – but *EA Hockey* is going to have an even wider appeal, due to the fact that it's instantly accessible whether you're familiar with the game or not.



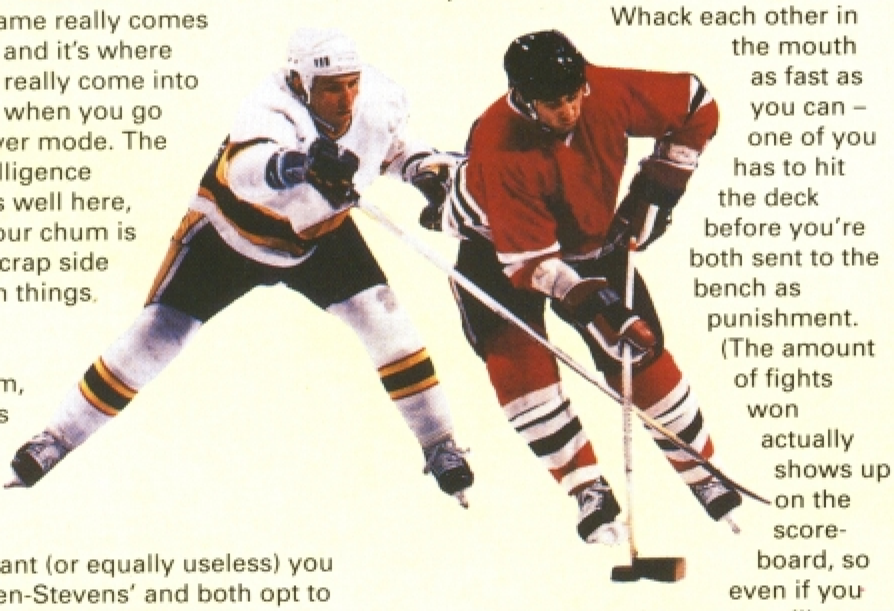
End of the first period – enter the ice cream van.

As well as the impressive graphics and sound ("Ooof!", "Aaaargh!" and "Squelch!" samples, to name but three), you'll be pleased to hear that the players are also easy to control (once you get the hang of it – it only takes a minute).

The artificial intelligence is nicely implemented too. Choose a useless team (France) and when you want to pass the puck to one of your team-mates, there won't be anybody in the right place. They're all off eating croissants somewhere, the scamps. Choose a brilliant team, however, and you all work as a unit – pass the puck to your winger and you now control him instead... twirl him round and put the puck home for a goal... hoorah! Give the computer a crap team and you can trounce it easily. Give the computer an excellent side and things don't quite flow so smoothly. You can pace yourself in this way and produce a learning curve that suits your own skills.

HEAD TO HEAD

Where the game really comes into its own, and it's where most games really come into their own, is when you go into two player mode. The artificial intelligence works just as well here, because if your chum is a tad on the crap side you can even things up by giving yourself a crummy team, while he gets the good one. If you and your mate are equally brilliant (or equally useless) you can play 'even-Stevens' and both opt to be the same team – they'll both have exactly the same intelligence. They'll either both be crap, both be average or both be brill. The only difference will be the colour of their strips, and, of course, your captaining skills.



Going back to the 'playing against the computer options', what you get is much the same as in *John Madden*. You can play one-off matches against a country of your choice or you can go into the Playoffs where you have to go through the whole season, playing in the quarter finals, semi-finals and, hopefully, the big one. You know the sort of thing – the further you get, the harder it all becomes because only the best get through. A nice touch is that, after your own match has finished, you're given the scores from the games that have been going on in the Mega Drive's 'brain' *and* animated highlights from some of them – goals and things. You can flick this replay bit off with a touch of a button, of course, but as your joypad thumb will be aching from the match you've just won, it's an interesting way of catching your breath.

You can perform all the 'legal' moves the real game offers (the hitting of the puck, the very rough tackling and so on), but what about the 'illegal' moves? The things you're not really meant to do? From the glossary at the top of the review you may remember that 'boxing' was mentioned. Well, it's in the Mega Drive version! Great! Smack into another player for no reason other than to vent your aggression, and you may find yourself involved in a fist fight. Whack each other in the mouth as fast as you can – one of you has to hit the deck before you're both sent to the bench as punishment. (The amount of fights won actually shows up on the score-board, so even if you lose a match on goals you can still get some brownie points for knocking your opponents senseless!)

What with all these scraps going on, things can get a bit personal – because of this, *EA Hockey* joins the elite of Mega Drive sports games. Got *PGA Golf*? Got *John Madden Football*? And you've still got some cash left??? Blimey! Then get this one as well! STOP

THE VERDICT 90

CHEATS!

Don't let these cunning console carts get the better of you. Consult our guide for the hottest cheats in town!

WONDERBOY

(Game Gear)
Here's the first of two Game Gear tips from **Jonathan Wilson** in **North London.** On the screen that says "Area 1", press Up and you will see the AREA number go up.

SUPER MONACO GRAND PRIX

(Game Gear)
Jonathan's second tipette helps you improve your high speed cornering ability. As you approach the corner, let go of button1 and then rapidly press it again.

NFL FOOTBALL

(Gameboy)
For all you football loopy people, here are two cheats to improve your score, although they may only be used one at a time.
On the title screen, hit Up, Up, Down, Down, Down, Left 19 times, Right, Right, Right, Left, A for extra speed. Or instead, hold down B and repeat the process for extra skill.
Thanks to **Chris Banham** of **Chorley, Lancashire** for those tips.

THE REVENGE OF SHINOBI

(Mega Drive)
To play the game with infinite shurikens, first go to the options screen and change the number of shurikens to 00. Then repeatedly press either button A, B or C until the 00 changes to the infinity symbol. Hearty thanks to **Eddy D Luccio** from **Leamington Spa** for that little number.

SUPER MARIO LAND

(Gameboy)
Another cheat for a cutesy platform game, care of **Andrew May** from **Gravesend** in **Kent.** When you've reached the end of a level and the bonus screen approaches (the one with a power1-up, 2-up or 3-up), press button B as soon as (or before) your score begins to countdown. If it's done correctly, you'll receive the 2-up or 3-up (99 per cent of the time). Three extra lives may well be the reward.

MIDNIGHT RESISTANCE

(Mega Drive)
On the title screen (where it says *"Midnight Resistance"*) hold down A, B and C and press Start. Then release all buttons and at any point in the game press Start to pause and use button A to skip through the levels.

PROBOTECTOR

(NES)
To gain 30 lives in this game, simply press Up, Up, Down, Down, Down, Left, Right, Left, Right, B, A, Start on the title screen.

LEAVE A TIP

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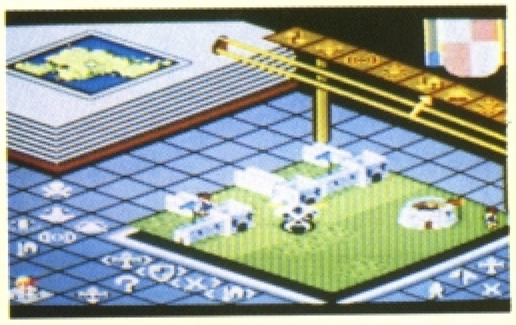
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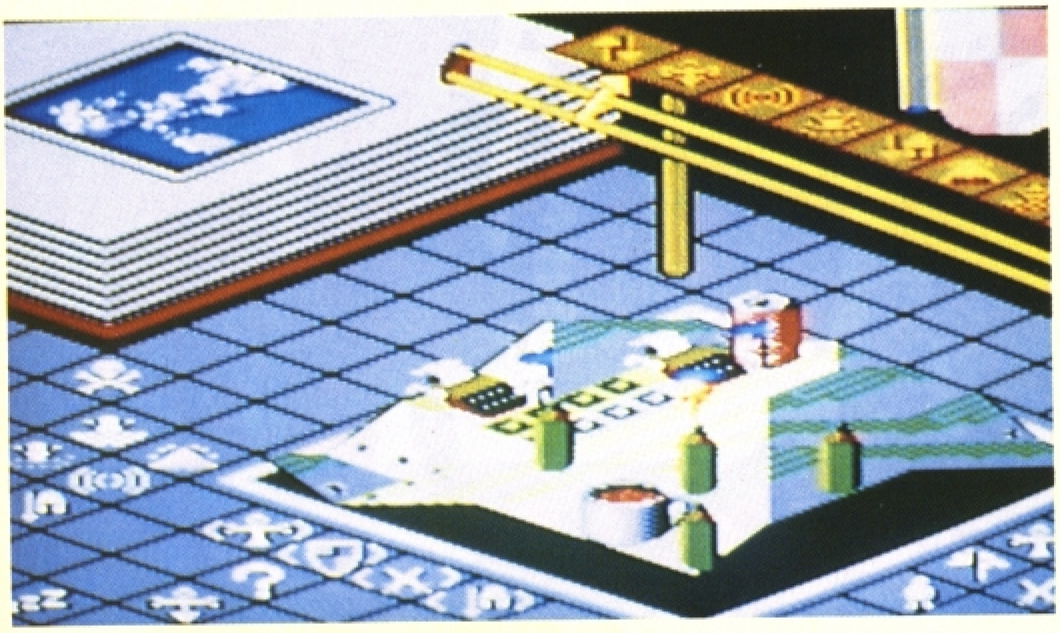


Tecmagik/£34.99/Master System

Ever fancied being a supreme being? Of course you have, but remember, what with the long hours and having to be omnipresent, being God can certainly take it out of you. Luckily, with the conversion of *Populous* to the Master System, you can get to be God in front of the telly in your own home, with none of this 'having to be everywhere at once' lark.

It's a game that's been seen on a load of formats, but in the big, big, big Master System version you've got a huge 5,000 different worlds to laud it over – more than on any other computer or console. Unfortunately, on each and every one of these 5,000 planets, as well as yourself playing about being a big, fab deity, there's an evil god whose followers you have to destroy in order to gain total control. You get to influence the fate of your people by wielding a variety of godly skills. At first, your main task is to raise and lower the landscape, creating vast plains where your followers can build their settlements.

As they start to get a bit chuffed with your progress as a deity, your people will start to heap more praise upon you and give you the power (as indicated on a 'manna bar') to perform a few 'acts of God': earthquakes, volcanoes, that sort of thing. All these powers come in very handy for destroying the settlements built by the rival god. Pretty soon the two sects are at each other's throats, grappling with each other, discussing points of theology and, if you've played your cards right, your side'll be the most fanatical and 'do over' the opposing team of heretics.



Having proved yourself at being good at being God, you get to be God somewhere else... and so on *ad infinitum*, through all 5,000 planets. These worlds range from simple grass and desert planets to the strange 'bitmap' planet where the graphics are all based on computer hardware – the land is made of floppy disks and you can build nice little PCs on it. Although lacking the Mega Drive detail, this version does have clear, crisp graphics – they look pretty good as you scroll speedily (though not all that smoothly) around a close-up map of your world. However, the joypad can make controlling your cursor on the 3D landscape a touch on the difficult side.

Although it takes a while to understand all the features of the game, it's all rather good fun being the supreme being – the idea of controlling the ultimate destiny of worlds and peoples really appeals to me! My only worry is that, while each progressive planet *does* have a quicker and nastier god, once you've grasped the basic tactics they don't really alter that much. Getting through those 5,000 screens could also prove tricky! Still, if a supreme being can't handle it, who can?

THE VERDICT 90

CHASE HQ



Taito/£25/Game Gear

When Taito's scroll into the screen, rolling road coin-op *Chase HQ* first appeared in the arcades, everyone was more than a bit impressed. At last we had the chance to play *Outrun* with blue flashing lights and a licence to drive as fast as you wanted. The concept was a novel one and the pelican crossings and traffic lights were a particular favourite. (*You what? Ed.*)



Anyway, the idea is to apprehend a baddie, such as Ralph the Idaho Slasher, by smashing into his getaway motor with your cop car. When you've brought him to a grinding halt, you can haul him out, throw him over the bonnet and read him his rights. Then feel his collar!

There are two main parts to the game – the chasey bit, where you dash along the highways avoiding innocent road-users, and the fun bit where you bash into the perp's car. To aid you, there are a multitude of add-ons (well, five anyway) such as tyres and superchargers, as well as the now traditional turbo-boost. Once you've caught him, the delectable Nancy at HQ informs you of the next victim... ahem... *villain* to apprehend.

Although the Game Gear version is smooth, fast and faithful to the original, it suffers from being far too easy. On my second go I reached the last level! All in all, *Chase HQ* is fun for a few minutes, but only worth the dosh if you're a devoted fan of the original.

THE VERDICT 62

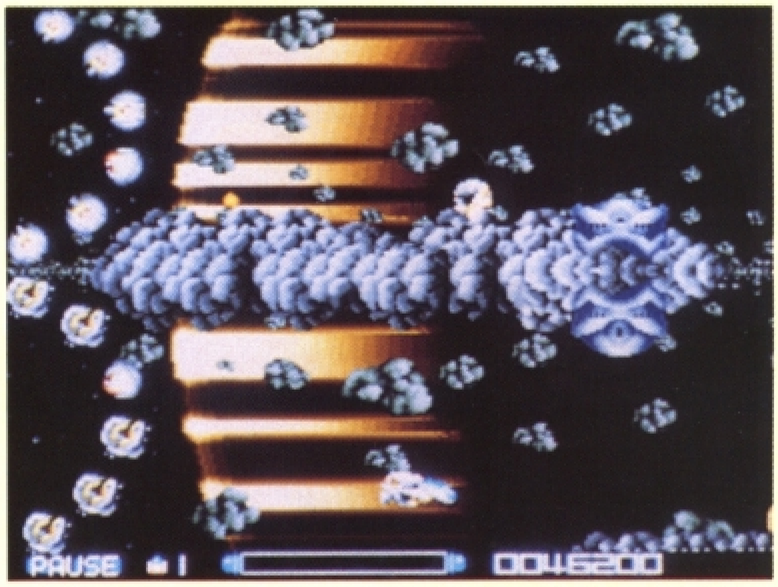

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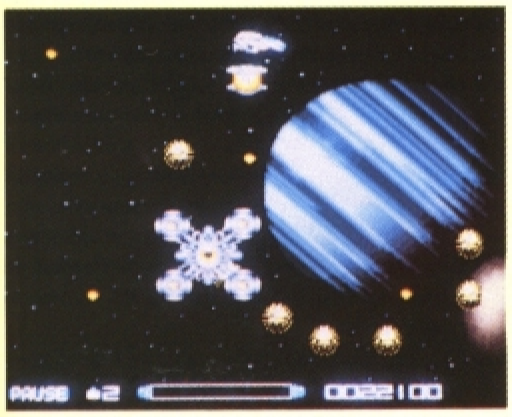
SUPER R-TYPE

Irem/£49.95/Super Famicom

CONSOLE CLASSIC

Many moons ago, I purchased a game known as *R-Type* for my humble Speccy 48K. It was, it must be said, the K-9's doubries – everybody loved it, myself included. Now, through the mists of 16-bit, mega-memory consoles, comes *Super R-Type* – a souped-up version of said Speccy game, and it's a bit special! The plot is, I presume, basically the same (I can't be sure, because the instructions are in Japanese) in that the earth is being invaded by hoards of mutinous bug-eyed monsters. Your trusty R-Type fighter can pack an impressive array of add-ons, including the trusty little bug thing that sticks to one end of your ship and protects you from forward fire. If, however, you should get bored of the little bugger, you can send it off to trundle around in front of you, inflicting damage on anything it should meet.





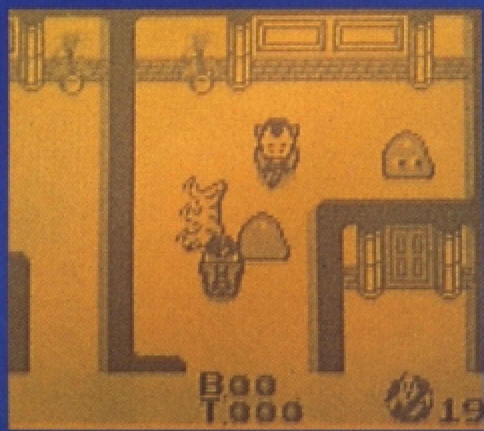
There are four difficulty levels, each with a different rate of fire coming from the enemy. So when you've finished an easy level, you can have bags more fun, against even more lethal baddies, on a harder level. (Personally, I found the easy level bloody hard, but maybe I'm just a bit crap)

Super R-Type is smarter than the average console shoot 'em up. The backgrounds are smooth and parallaxed, and the sprites are detailed and colourful. However, with 30 zillion sprites on-screen at the same time, the action becomes a teensy weensy bit laboured, but it's a small price to pay for such stunning gameplay.

The sound, as expected, is a bit flash *and* it's in stereo (though for cheapskates with crap monitors a mono option is available). The only drawback, of course, is the stonker of a price tag (not unusual on the Famicom) for which you could have at least 100 goes in even the most expensive of arcades. Having said that, *Super R-Type* is one of the best around on the Famicom – if you're incredibly rich, you should go and buy it this instant!

THE VERDICT 91

PARODIUS



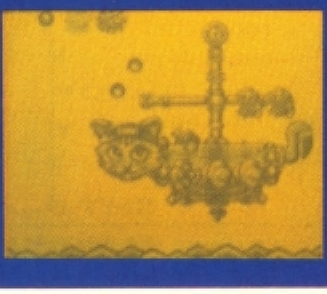
Konami/£25/Gameboy

CONSOLE CLASSIC

It's a horizontally scrolling shoot 'em up! There's a flying electric cat in it! And a pirate parrot! And a giant belly-dancer! Just what madcap scenario can combine all these mind-bending elements? I've absolutely no idea (the instructions were in Japanese, you see). But mere linguistic difficulty can't stop *Parodius* from being a tip-top champion of a game.

You can choose to be an octopus, or even the mysterious 'Thin Bee' (?) as you scroll through seven big levels of brilliant animated landscapes, blasting away at some particularly 'odd' characters (the pigs who fly by wiggling their ears spring to mind here). There are loads of power-ups to be had, giving you some pretty fearsome firepower – these vary according to which character you've chosen to be. If you're the octopus for example, you can get a couple of baby octopuses to come and help you in the action, so pretty soon your little seafood family is just about the most feared fighting unit to have fatal bubbles blown at it by giant underwater two-headed stone clowns (told you it was a bit weird, didn't I?)







It's the very weirdness of the game that makes it so immensely appealing. The prospect of once more engaging in battle with the bandana-wearing penguins means you can never turn the thing off. Add to that the extensive repertoire of music, the smooth scrolling and the hundreds of other features written about in Japanese and you've got not only one of the best shoot 'em ups on the Gameboy, but one of the best on any machine.

THE VERDICT 93



AREA 88

Capcom/£50/Super Famicom

What game gives you the chance to be the 'glamourous' Shih Karaka, the 'hunky' Mickey Scykon or the 'mature' (ie he's got a beard and looks like he drinks real ale) Greg Gates? *Area 88* does! No, I've never heard of them either, but apparently Shih, Mickey and Greg are all characters from a Japanese comic-strip and here we find them venturing on another dangerous mission. (I'm assuming they undertake dangerous missions all the time in the comic).

All three of them fly large fighters across a scrolling landscape on their way to an enemy target, having to wipe-out vast numbers of tanks, helicopters, planes and the like. Yep, its a shoot 'em up, but a pretty good one at that. The landscape glides past impressively with depth to it, though it does tend to slow down and get jerky when there's a lot happening on screen – the game's pretty fast and furious at times, the blisters on my joypad thumb bare testament to that!

One nice feature of the game is that you can switch from being on ground attack (where you blast away at ack-ack guns and giant rocket launchers) to being on high-level attack (where your foes include enormous planes that fire explosive tweezers at you – at least that's what they look like to me). So if you find one area a bit tricky you can nip up or down in order to avoid it. Luckily, in order to deal with the little blighters who keep firing at you, there's a vast arsenal of weaponry to attach to your fighter (provided you've got the money to buy them – you earn it by shooting things). These add-ons get to be rather essential, because each level always seems to end with some huge great piece of machinery firing about a megaton of TNT at you (and conseqently being a bit difficult to get past).

Not a bad bundle of fun then, but the big question is this: what do glam Shih, hunky Mickey and 'mature' Greg get up to when they're *not* going on dangerous missions in enemy territory? A quiet game of cards, probably.



THE VERDICT 84

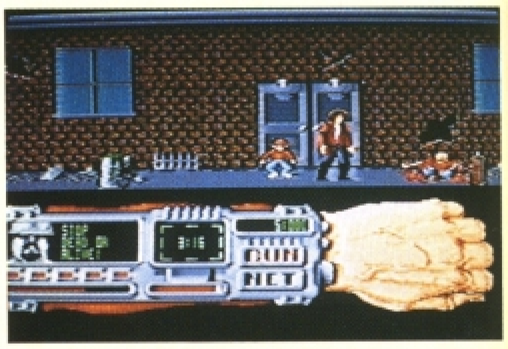
TECHNOCOP



Razorsoft/£34.99/Mega Drive

Technocop's a Law Enforcer in the 21st century – just like Robocop really, but with a different name. (*Only just. Ed.*) When he reaches a 'scene of a crime', he leaps out of his armed sports car and into one of the warehouse scenarios. Then, armed with a couple of different guns, he has to kill loads of vicious thugs – and, of course, the Mr Big. The Mr Bigs aren't that easy to find, though – this is where Technocop's wrist-mounted target locator comes in handy. It points in the direction he needs to go – all he has to do is get there within a time limit and do some killing. On completion of a mission, Technocop has to get back to his car and head off for the next warehouse, of which there are eleven.

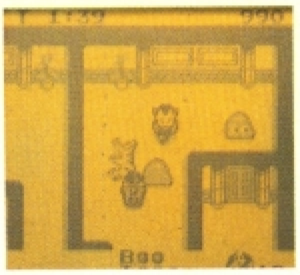
Actually, *Technocop* isn't a very brilliant game, it has to be said. There are two genres meshed together – the *Chase HQ* driving bit (which is pretty useless) and the maze game/shoot 'em-up warehouse bit (which is pretty average). The whole of *Technocop* is equal to the sum of these parts, but adding 'pretty useless' to 'pretty average' has always been a tricky problem. Let's put it this way: there used to be loads of slightly crap but undeniably hard games out on the Mega Drive. Now there's one more.



THE VERDICT 70

GHOSTBUSTERS II

Activision/£Tba/Gameboy



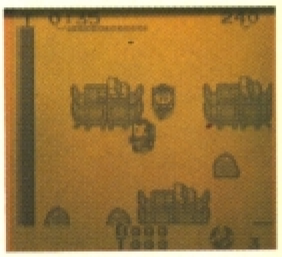
Ghosts are causing mayhem all over the city! They need 'busting' (whatever that means)! This looks like a job for Rod, Jane and Freddy! Simply by singing a song about going up in a balloon, the ghosts... no, wait, its not a job for the loveable singing trio at all, its a job for the Ghostbusters. (*Get on with it! Ed.*)

Ghostbusters II on the Gameboy is no great shakes. Two of the gang are out 'busting' various ghoulies. You control one of them (you might choose to be Peter because of his distinctive hairline) with a stun ray with which you stun the ghosts (obviously), then the other 'buster catches them in a trap. This second bloke's a bit difficult to get in the right place to lay the trap, because the Gameboy controls his movement and he's always getting stuck behind walls.





And that's about it, folks. Nothing much else seems to happen. While the graphics and scrolling are pretty good, the game itself seems to lack variety as you're just catching ghost after ghost in room after room. Now where did I leave that Bungle and Zippy sim...



THE VERDICT 73

ToeJam & Earl

two hip aliens in a serious jam









YO, WHAS'UP? TJ AND HIS HOMEBOY BIG RAPPIN' EARL ARE A COUPLE OF COLD BUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST FUNKED OUT PLANET IN THE UNI' - EARTH! THE DUFUS DUO ARE GONNA' HAVE TO HIP-HOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPMASTER ROCKETSHIP PIECES AND ALL THE MUNCHIES NEEDED FOR THE RIDE HOME.

BUT YO, CLOCK THE TIME! TOE JAM AND EARL MUST GET TO SUPREME FUNK LORD STATUS BEFORE MAKIN' TRACKS. SAY WHAT, OH YEAH - AND ON THE WAY DIS THE FREAKY LOCALS LIKE THE MAD DENTIST, THE CRAZED SHOPPER AND WORST OF ALL THE NERD HERD. TJ AND EARL WILL BE LIVIN' LARGE IF THEY CAN FIND AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE.

SO CHILL OUT LAZY EARTH DUDES 'CAUSE TOE JAM AND EARL ARE JAMMIN!

CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUNKY GROOVES PLUS THE MIND WARPING 'CRAZY SOUNDS' - YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL -

CRANK IT UP!



THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

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We've been driven so entirely insane by the heady world of the green baize that we're going to tell you *again* about your chance to play snooker with one of the Matchroom Mob's finest – Jimmy 'The Whirlwind' White!

To celebrate the release of Archer MacLean's *Jimmy White's Whirlwind Snooker*, Virgin (in conjunction with ZERO) are hosting a national computer snooker tournament! The search is on to find a computer snooker star who might be good enough to give Jimmy White a bit of a thrashing (!?) There'll also be ZERO goodies *and* Virgin games and vouchers to win throughout the whole tournament, which starts with regional heats held at eight Virgin Megastores around the country. The first five in each heat get a prize, with the winner going on to the grand final at the Virgin Megastore in London's 'fashionable' Oxford Street. Everyone wins something at the final – even the person who comes eighth will win a Virgin game and a £10 voucher! The top three prizes range from half an hour with Jimmy White in Romford's famous Matchrooms (plus one free Virgin game and a £20 voucher), to a full hour with Jimmy, a signed cue, three free Virgin games and a £50 voucher. So cut out the coupon below and make like a 'whirlwind' over to the nearest Megastore.

THE REGIONAL HEATS

VENUE	DATE
Glasgow Megastore, Sub-unit 4, Lewis's Building, Argyle St.	**Fri 18/10/91**
Nottingham Megastore, 6-8 Wheelergate, NG1 2NB.	**Mon/21/10/91**
Birmingham Megastore, 98 Corporation St, B4 6SX.	**Tues/22/10/91**
Cardiff Megastore, Units 7-9, Capitol Arcade, The Capitol, Queen St.	**Wed/23/10/91**
London/The Megastore, 14-16 Oxford St, W1N 7AP	**Thurs 31/10/91**
London/Marble Arch Megastore, 527-531 Oxford St, W1R 1DD.	**Fri 25/10/91**
Sheffield Games Centre, Meadowhall Shopping Centre, 81 High St, S9 1EN.	**Tues 29/10/91**
Brighton Megastore, 156-161 Western Rd, BN1 2BB.	**Tues 31/10/91**

RULES

- Any employees of Dennis Publishing or Virgin Mastertronic found trying to enter this compo may well be the victim of some spectacular 'breaks' themselves.
- *Jimmy White's Whirlwind Snooker* will be released by Virgin Games on September 5th. Any players who purchase the game prior to the heats in order to get in some nifty practice will be awarded a conspiratorial wink from a member of the Virgin staff for showing initiative.
- Contestants will only be allowed to enter the regional heat once, although a machine may well be set up to allow pre-entry practice. Any attempts to sneak round for a second go will be snookered (not to mention receiving a black ball in the middle pocket).
- Entry will only be permitted with the official ZERO/Virgin coupon. There's one printed below, but there'll also be one in the next issue of ZERO and there will also be entry forms in the Megastores taking part.
- Each player will be given the same table set-up and a limited amount of time in which to run up the highest score. The heat winners will be those with the highest scores at the end of the event. They will go on to The Final, which will comprise two player head-to-head elimination games.
- Although we'll endeavour to let as many people as possible enter each heat, neither Virgin nor ZERO can guarantee that everyone will be able to enter. Take Fred Pontin's advice – book early!

ZERO

NAME ____________________

ADDRESS ____________________

____________________ **AGE** ________

Store at which you'd like to enter the competition ____________________

____

I own an Amiga ☐ ST ☐ a PC ☐ a large pair of 'jokey' pants with the slogan 'They Don't Call Me Big Willy For Nothing' on the front ☐
***Please tick as appropriate.**

MY HIGHEST SCORE WAS ____________________

SIGNED ____________________ **To be completed by a Virgin official (oo-er!)**

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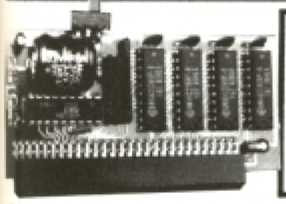
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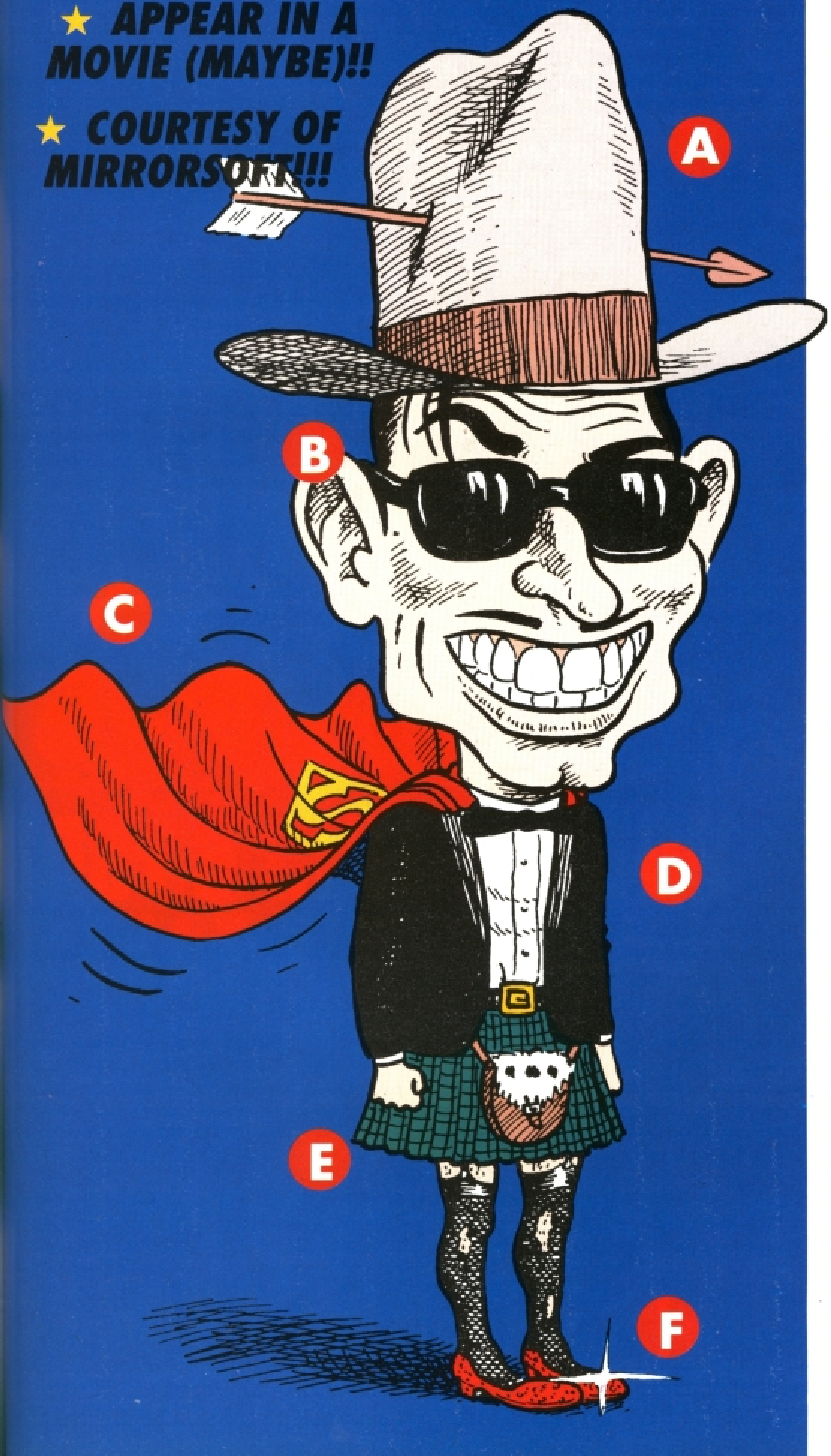
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★ COURTESY OF MIRRORSOFT!!!



★ LIGHTS!

Those de*light*ful people at Mirrorsoft have given us a blockbusting prize to 'give away' to one of you little devils – a trip to the good ole US of A!! *And* a host of exciting trips while you're there – including the chance to *appear in a real live movie!!* It's all to celebrate the imminent release of Cinemaware's *TV Sports Boxing, TV Sports Baseball* and *Rollerbabes* (our cover game this month, as you've probably noticed).

★ CAMERA!

Your camera will be snapping away if you win the main prize – a two week holiday for two (you and a parent or guardian, you and a 'friend', you and 'Nasty' Nick Cotton from *Eastenders,* whoever you want) to California. You can choose to visit either LA (maaan), home of Hollywood, or San Francisco, home of... er... *The Streets of San Francisco.* Mirrorsoft will pay for your travel and hotel (you'll have to stump up the dosh for other things yourself).

★ ACTION!

Mirrorsoft has arranged for loads of *action* to be had while you're over there. Depending where and when you choose to go, you could...

★ Visit the Acme Interative Development offices and see the latest Cinemaware games in production!
★ Powerboat around San Francisco Bay!
★ Tour Universal Studios!
★ Visit the filming of a Hollywood blockbuster and (if you play your cards right) possibly *appear in it!*
★ Say "Wow!" a lot.

The ten runners-up will receive a Cinemaware/Mirrorsoft 'goodie bag' containing, er... 'goodies' – baseball shirts and caps, calculators, badges, Bill Oddie... that sort of thing.

★ CINEMA-WEAR?

Would-be matinée idol Rex O'Gorgeous has fallen into the costume store of a film studio – and he's come out wearing bits from loads of different movies, as you can see from the piccy on the left. Next month, we'll be printing a list of films – to win the prize, you'll have to match the clothing to the movie that it comes from. Then you'll have to phone the answers in on a top secret telephone line (well, it's a secret until next month, anyway). Until then, study the pic of Rex carefully, or, as Shaw Taylor would say: "Keep 'em peeled!"

CRYSTAL TIPS*

*AND ALISTAIR

HEART OF CHINA

★★★ ZERO ★★★ COMPLETE SOLUTION

David McCandless* has always had a fascination for dissecting internal organs so we had absolutely no problem persuading him to solve Sierra's corking Chinese epic, *Heart Of China.

♥ ♥ ♥

Many apologies for the sketchy and unreadable nature of the following solution. Due to the official space requirement of *PC Tips Special,* everything has to be shrunk down to fit. Therefore, this massive solution begins where the manual leaves off, just after you land the plane in the heart of China...



The allstar cast of *Heart Of China* includes TV's Lovejoy (Ian McShane).



SWEET AND SOUR

Take the hook, rope and crowbar and exit the plane. You will be greeted by a pleasant rural landscape. Watch the cow's bum for a while and then wait for the peasant to clamber up the path. As Chi, offer him the tobacco. Offer him more as he argues. Then, naturally, ask for his clothes. Give clothes to Chi. Drop rope. As Lucky, use the rope and attempt to lasso the cow. Go through all the palaver of Chi telling him he couldn't lasso a dead tree etc etc and then finally use rope on cow as Chi. Get cow and go to the castle. Make sure Chi has the grappling iron and the rope.



The Lama's meditations come second place to his new household appliance – a TV

PORK BALLS

Make Chi wear the peasant's clothes. Go through the gate as Chi. Once inside, head for the trees on the far left. Drop the rope and grappling iron. Put them together and use this cunning invention on the wall. Lucky will climb over with any luck (ho!) Go to the gatehouse. Take the key. Go into the central palace. Wait until the guard marches out of sight and then sprint like buggery left into the dining room. Take the bottle of wine. Go left into the kitchen. Admire the huge dog. Pour the vino into his bow. The dog will drink it and promptly (being a shandy) fall asleep. Retrace your steps into the dining room and knock over the lamp, which will cause a distracting fire. Zip back into the kitchen and up the stairs on the right. Take the knife.

BLACK BEAN SAUCE

Open the door. Kate will be there, *standing helpless in the helpless way* women do, with two huge snakes surrounding her. As Lucky, take the gun and shoot the nearest snake. The second



Two things you must know about the wise woman: she's wise and she watches *Blackadder!*

crystal tips*

*and Alistair



one will bite her (no matter what you do). Shoot it for luck. Click on Kate. Leg it to the end door. Take the tassle. Ignore Kate's feminine protestations. Click over the stairs with it. You will now swing down, Indiana Jones style, into the courtyard. Make for the tanks. Get in the tank. Make sure Chi has the two potions from earlier in the game. Take key. Put it in the ignition. Turn key and press ignition button fast.

PEKING DUCK

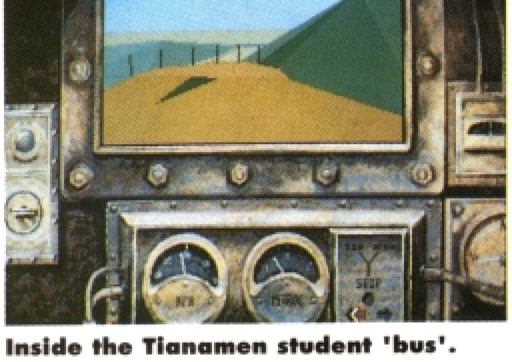
For the arcade sequence – if you choose to play it. Make a fast handbrake turn on the first bend. Shoot the tank. You'll come to a T-junction, go left. There'll be a sidetrack on the left. Head down it and dexterously turn to shoot the tank following you. Go back to the main road and carry on left.

SPECIAL FRIED RICE

When you reach the plane, fly it and promptly crash in the Himalyas. Choose option 2 – "I'm freezing..." and then option 1 – "Shaolin healing etc..." and then option 1 – "Trust no one blah blah I'm going strop..." As Chi, go into the plane. Take the blanket and awning. Don't venture to the front of the plane, as it will inevitably tip over. Drop both outside. Put tent on plane. Use blanket on Kate. Drop the two potions. Use them on Kate.

KING PRAWNS

Everything will go according to plan and you'll find yourself in Ama's house. Say option 3 – "Big creature..." then option 3 – "Play the old..." and then number 2 – "Tell you a story..." Go out into the village and hang a left to the blacksmith's. Talk to boy. He'll give you petrol if he can go with you. Choose option 1 – "Sure I hear you..." Take the box from the ground. Drop Chi's coins with holes in and the chopsticks. Put the chopsticks on the box and the coins on the chopsticks and voilà! A model car (ages 6 to 60). The kid'll give you a section of piping.



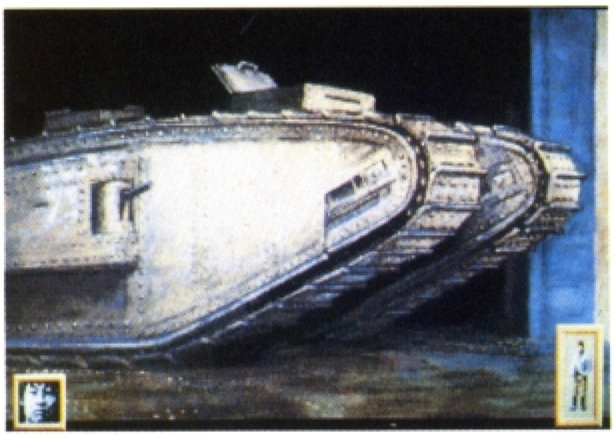
Inside the Tianamen student 'bus'.



Heaving bosoms eh? Just watch your walnuts my arab chum!

EGG NOODLES

Leave and head for the monastery on the hill. Click on the door. Blag your way in with option 3 – "Special envoy..." Talk to the Lama. Say option 1 about Ama. And then option 1 – "Hello? Hello?" Leave monastery in disgust. Go back to Ama's house. Take the taciturn approach with Kate. Choose option 3 – "Sure" and then option 1 – "Yeah". Exit. Go to telegram office. Talk to the woman. Find out that Hong Kong has been erupting with revolutionary gusto. Get out quickly and bomb it to the monastery. Speak to the Lama again.



Oh, look a Tianamen square student 'bus'.

CURRY SAUCE

Now head to the bar (middle left on the village screen). Talk to the barman (who's unhelpful) and then turn to the guy seated on the left (i.e. Sadar). Choose no. 2 – "Lecture about fear", and then number 3 about "Burying your head in sand". Drop gun. Give gun to Sadar.

BEEF WELLINGTON

Fly to Istanbul. Talk with the mechanic. Exit Airport (but make sure you catch the hilarious 'joke' first). Go forward, then right, and then into the club. Talk to the barman. Exchange quips. Go for 2 – about the phone. Speak to Kate's father over the phone. Choose no. 2 – "put price up", then no. 2 again for "125,000" and finish up with no. 1 – "Lunatic..." Lucky will then get nicked.

DUMPLINGS

You are now Kate (sigh). Go to the palace. Talk to the guard and find out why Lucky's been apprehended (he had hot rumpo with the King's daughter or something). Go down the side of the palace and talk to the mad old bag. Go back to the street and into the pawn shop. Talk to the guy behind the counter. Give him the gold brooch. Choose option 1 – "500 dollars" and then no. 2 – "75" and then "take it" with option 1. To get out select option 1. Talk to the Cat Stevens lookalike on the street. Choose no. 1 and gamble your money. Be careful with your first stake – you need enough to buy a camel! 350 shekels ono. Once you've won enough, return to the pawn shop and buy a saw for 50 sheks. Leave street and go back to the location before the airport. Knock the little boy's oranges over and opt for no. 1 – "sorry". The kid gives you a flower. Talk to the camel man and buy a camel with option 1. Take camel. Go back to the palace and talk to the old, mad bag again. She'll ask for the flower and you'll reply with no. 2 – "fair trade".

BRUSSEL SPROUTS

There will follow a huge movie bit in which you have no control. Eventually, when Lucky is rescued, use option 2 – "You caught me..." and then option 1 – "Fine idea". Go back for Chi who's loitering at the airport, but the plane will blow up (ouch!). Go back to train station. Buy a ticket with option 1. Drop Lucky's money. Take ticket. Get on train.

WHAT?

There now follows a chat-up sequence. Use no. 2 – "Was it worth it?" then no.1 –"Feel good?". Really lay on the guilt trip with no.1 – "spoke to the daughter". And that just about wraps it up, really. STOP



Cor, bloody BR over-crowding eh?

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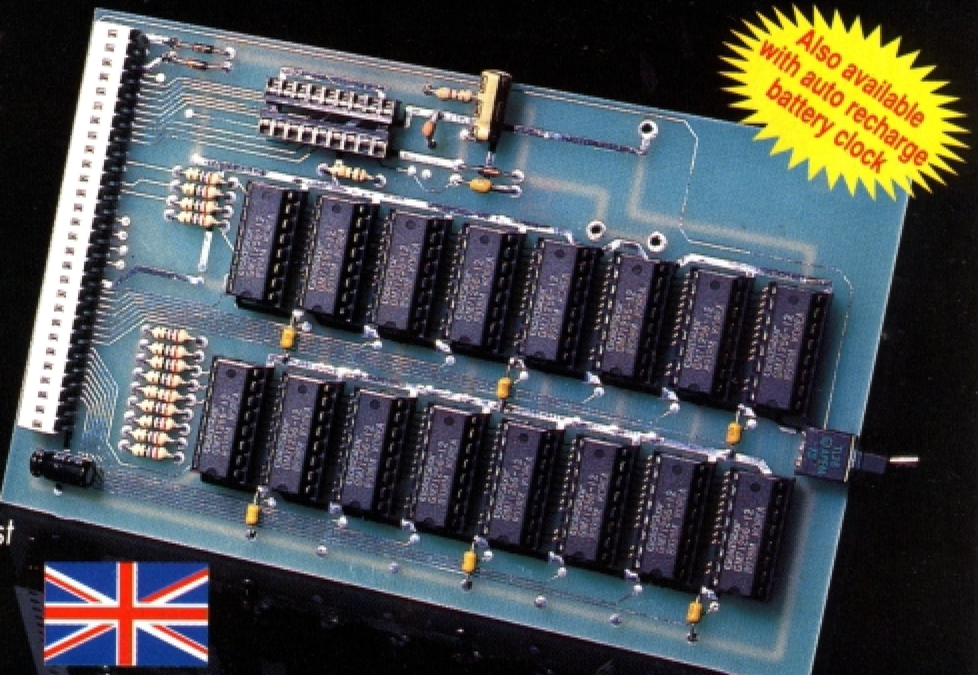
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PC TIPS SPECIAL!

Now, for all those cardigan-wearing, pipe-sucking, wispy haired PC owners who spend most of their time moaning about how the cover disk is never IBM compatible, here are a few things to fill up your hard disk. A mammoth wodge of PC cheats courtesy of one Wolverine Vander Stichele, from Belgium (a land near to France).

CRIME WAVE (US Gold)

Edit the file "CW.EXE" and go to sector 8, offset 16 and write 99 09. Do the same at offsets 23 and 30. Go to offset 51 and write 99 00. Go to offset 58 and write 00 09. Do the same at offset 65. You will now have infinite lives, ammunition, money and energy.

DIE HARD (Activision)

Edit the file "DIE.EXE" and go to sector 44, offset 234 and write C7 06 6A 61 1D 00 90. Now you're invulnerable.

HOW TO DO IT

For the uninitiated, here's a fool-proof way to get these three types of cheat working:

1 Type one is the EDIT type. This requires you to edit files on your disk. This is a dubious business, so it's best to make a back-up of the files you have to edit just in case. You will need a clever DOS utility such as DEBUG, XTREE or NORTON. It's best to read the instructions for these utilities and have a consenting adult nearby with a disk recover program. Well, it's not that dangerous, but don't tamper with dad's PC if you haven't asked him.

2 The second type are the listings you see on this page. These work like Jon North's POKE programs. You type them into a wordprocessor or text editor like RPED and save them in ASCII as batch files (e.g. CHEAT.BAT). Then you execute them and follow the instructions.

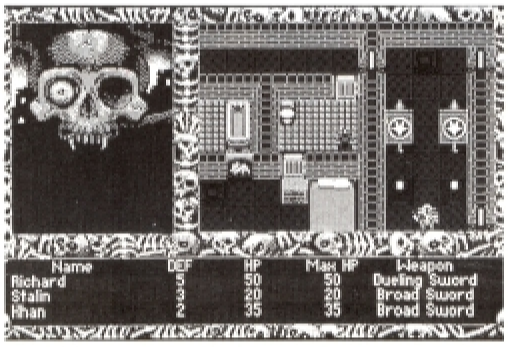
3 Type three are your everyday self-contained code word cheats, which should be entered as per the instructions given.

E-MOTION (US Gold)

When you start the game, save it and edit the file "SAVEGAME" with a sector editor. Go to sector 0, offset 7 and write the hex number for the level. Note that level 1 is number 0, so you need to subtract one from the level number.

ESCAPE FROM HELL (Dyamix)

To choose your level, edit the file "SAVEGAME", go to sector 0, offset 1 and write a number from 1 to 6.



EYE OF THE BEHOLDER (US Gold)

Create the characters and edit the file "EOBDATA.SAV" with a sector editor. Go to sector 0, offset 13, and write 16 16 00 00 13 13 13 13 13 13 13 13 13 13 13. Jump 10 sector and write 0A. Repeat this at sector 0, offset 499 and sector 1, offset 230. Now you'll have ninja characters and you'll start at level 12.

F15 STRIKE EAGLE II (MicroProse)

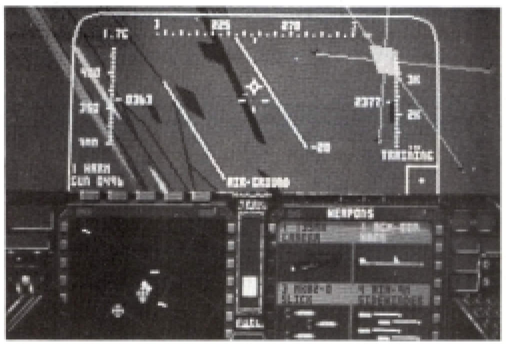
For infinite ammo, search the file "EGAME.EXE" for 06 FA 4F 04 00 and replace with 06 FA 4F FF 00. Search for 0F FE 4F 06 00 and replace with 0F FE 4F FF 00. Search for 06 F4 4F 12 00 and replace with 06 F4 4F FF 00. Search for 06 F2 4F C0 00 and replace with 06 F2 4F FF 00.

F19 STEALTH FIGHTER (MicroProse)

Use the following batch file and save it as F19CHEAT to resurrect all your pilots.



```
echo off
goto start
e100 00
e150 00
e1A0 00
e1F0 00
e240 00
e290 00
e2E0 00
e330 00
e380 00
e3D0 00
w
q
:start
echo.
if %1! == ! goto Error
if not exist %1\nul goto NotExistDir
if not exist %1\roster.fil goto NotExist
echo This cheat will resurrect all your pilots.
debug %1\roster.fil < %0.bat > nul
goto End
:Error
echo The syntax is : %0 [name of F19 directory]
echo Use a period (.) for the current directory.
goto End
:NotExist
echo The pilot file %1\roster.fil doesn't exist.
goto End
:NotExistDir
echo The pathspec %1 is invalid.
:End
echo.
echo Done.
echo.
```



KEEF THE THIEF (Electronic Arts)

Edit the file "SG" and write FF at offsets 2,4,6,8,10,12,20,22,24,30. Now you have 255 points for each of your stats. For the money, write FF 6F at offset 26. The same at offset 28 for magic points. Fill offset.

LAST NINJA (System 3)

Load the game and save immediately. Now use the following batch file LNCHEAT.

```
echo off
goto start
e0151
00 01 01 01 01 01 FF FF 0A
w
q
:start
echo.
if %1! == ! goto Error
if not exist %1\NUL goto DirNotExist
if not exist %1\ninja.sav goto NotExist
echo This cheat will give you ten lives,
a sword, a stick, a pair of
```

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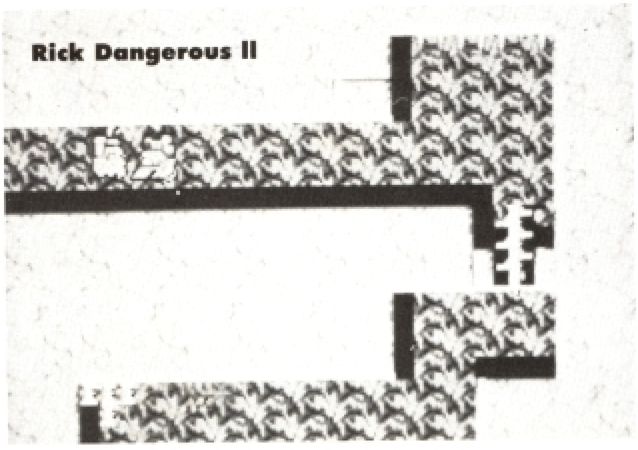
GOLD CUSTOMER CLUB

MANY MORE TITLES AVAILABLE

```
echo nunchaku's, 255 gas grenades and
255 shurikens.
debug %1\ninja.sav < %0.bat > nul
goto End
:Error
echo The syntax is : %0 [name of save
game directory]
echo Use a period (.) for the current
directory.
goto End
:NotExist
echo The save game file %1\ninja.sav
doesn't exist.
goto End
:DirNotExist
echo The pathspec %1 is invalid.
:End
echo.
echo Done.
echo
```

MENACE (Psygnosis)

For infinite lives, edit the file "MENACE.EXE", go to sector 6, offset 80, and replace 74 with EB. Do the same at sector 7, offset 63.


Rick Dangerous II

POOL OF RADIANCE (US Gold)

Edit the file "CHRDATZ.NR" (replace NR with the number of the savegame). For 255 life points, go to offset 84 and write FF. Do the same at offset 52. For more experience, go to offset 172 and write FFFF. For more money, go to offset 144 and write 1643.

POPULOUS (Electronic Arts)

Use a sector editor on the save file (for example: SAVE.GAM), go to sector 48, offset 274 and write FF FF FF for a lot of mana. Now go to offset 280 and write 01 00 00. This is the mana of the other god.

RICK DANGEROUS II

For infinite lives, edit the file "MAIN.EXE", search for 75 03 E9 2F DA EB and replace with 75 03 90 9A EB D2.

SPACE HARRIER (Elite)

For infinite lives, search in the file, "HARRIER.EXE" for the codes FF, 0E, 5E, 33 and replace them with 90 90 90 90. Make sure you refer back to the 'How To Do It' section when operating this cheat.

STAR CONTROL (Accolade)

Use the following batch file to get 65,535 starbucks for the Alliance.



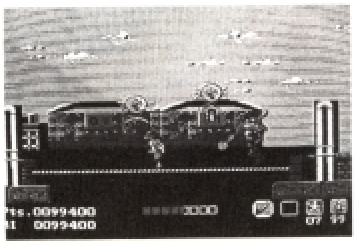
```
echo off
goto start
eB86 FF FF
w
q
:start
echo.
if %1! == ! goto Error
if %2! == ! goto Error
set psp=%1
set name=%0
shift
if not exist %psp%\NUL goto NotExistDir
echo This cheat will give 65,535
starbucks to the Alliance.
echo I won't do this for the Hierarchy – I
don't help aggressors!
echo.
:Loop
if not exist %psp%\savegame.%1 echo
%psp%\savegame.%1 doesn't exist.
if not exist %psp%\savegame.%1 shift
if %1! == ! goto End
if not exist %psp%\savegame.%1 goto
Loop
for %%p in (%psp%\savegame.%1) do
echo Now editing %%p...
for %%p in (%psp%\savegame.%1) do
debug %%p < %name%.bat > nul
shift
if %1! == ! goto End
goto Loop
:Error
echo The syntax is %0 [save game
directory] [number of savegame] [...]
echo Use a period (.) for the current
directory.
goto End
:NotExistDir
echo The pathspec %psp% is invalid.
:End
echo.
set psp =
set name =
```

STARRAY (Logotron)

Type 'MASM 5.1' at the selection screen for infinite lives.

TEENAGE MUTANT NINJA TURTLES (Mirrorsoft)

Use the following batch file: TMNTCHT to get a lot of energy per turtle. Warning: the screen will look strange.



```
echo off
goto start
e10C FF 0F
e13A FF 0F
e168 FF 0F
e196 FF 0F
w
q
:start
echo.
if %1! == ! goto Error
if not exist %1\NUL goto DirNotExist
if not exist %1\data\savegame goto
NotExist
echo This cheat will give each of the
turtles enough energy for a long long
echo time !
debug %1\data\savegame < %0.bat > nul
goto End
:Error
echo The syntax is : %0 [name of save
game directory]
echo Use a period (.) for the current
directory.
goto End
:NotExist
echo The save game file
%1\data\savegame doesn't exist.
goto End
:DirNotExist
echo The pathspec %1 is invalid.
:End
echo.
echo Done.
echo.
```

THEXDER (Sierra)

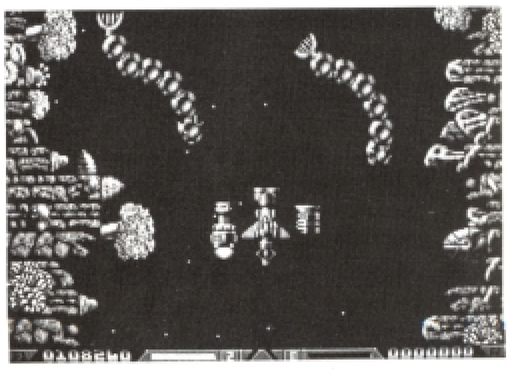
Turn on CAPS LOCK and start the game. In play press <ESC>, <Y>, and then <ESC>. You should be fully loaded with energy.

ULTIMA VI (Origin)

Talk to Iolo. Say "SPAM", "SPAM", "SPAM", "HUMBUG". You'll be able to do loads of things. Experiment.

XENON II (Mirrorsoft)

Search in the file 'XENON2.EXE' for the following codes: F4 01 F4 01 F4 01 58 02 E8 03. Replace these codes with zeros until you come to the end of the text 'THERE ISN'T ENOUGH ROOM FOR THAT ON YOUR SHIP!' Now everything's for free in the shops.



AND THAT'S NOT ALL

Wolverine would like to state (ie advertise) the fact that he also has a few tutorials for *Hero's Quest, King's Quest 1* and *2, Leisure Suit Larry 1* and *2, Police Quest 1* and *2*, and *Space Quest 1, 2* and *3*. The price is a mere £1. So send an international money order to: Wolverine Vander Stichels, Ferrerlaan 117, 9000 Gent, Belgium. If you want his complete cheater's disk (of which this page is but a sample) then send a £5 money order to the very same address.

GUTLESS GULLY

After a short struggle, we managed to drag ace shandy-swilling, hairdryer-toting, tips king *Rich Pelley* out of his bathroom to bring you this month's round-up of cheats, tips and make-up hints. (*Are you sure about the last one? Ed.*)

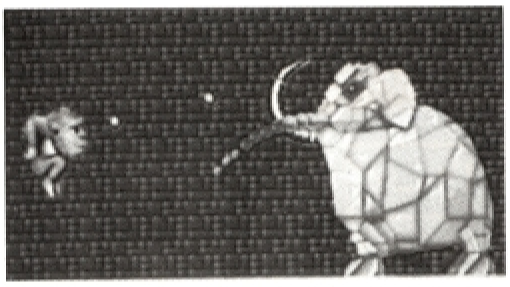
LOGICAL

In a waffly, 'trying to think of an interesting introduction' sort of way, here are the level codes for the dangerously puzzly *Logical*, courtesy of **Lesley** and **Andy Haywood.** Naturally, there isn't room to print all 100 codes, so here are the ones for all level numbers which are Prime Numbers and haven't got a 3 in them...

2: THE OTHER SIDE, 5: NICE COLORS, 7: REAL FUN, 11: DONT PANIC, 17: TWO ISLANDS, 19: TIMES CHANGE, 29: FAR THUNDER, 41: A RAINBOW, 47: PICNIC TIME, 59: CORRADO BEACH, 61: WILD AT HEART, 67: HIGH SPEED, 71: WALK IN CREAM, 79: BOA BOA BOA, 89: WILD CHINA, 97: THE PEACEPIPE.

TOKI

Toki, eh? **Julian Hyland**, eh? A cheat, eh? (*Yes. Just get on with it. Ed.*) Apparently, if you press R, which turns the playing screen upside down, you can then use the function keys (that's the keys with an F and then a number at the top of the keyboard, just to be patronising) to skip levels. As the screen will still be upside down, you'll have to either stand on you head, turn the television upside down, rig up some ingenious mirror system, or press N.



TOKI (AGAIN)

Chay Thornborough of *Viz* cheat fame also suggests the simple tactic of playing the game with autofire on – this will allow you to kill enemies before they have come onto the screen. Er, thanks, Chay.

KICK OFF 2

"But haven't you printed loads of cheats for *Kick Off 2* already?" you may cry. "What about that one where, if you continuously press the R key whilst taking a penalty, it will show you where the ball is going to go." "Yes, but I'm vaguely sure that this cheat hasn't appeared on this hallowed page before," chips in **B. Crawford**. "But *Kick Off 2* is ancient." "Oh, shut up!"

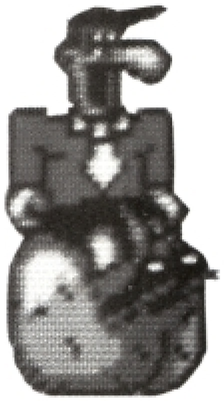
Here's the cheat then. It should help you out if you're having trouble beating the computer goalie in the league. Mid-match, run your finger over the function keys twice in quick succession (try from both right to left and left to right if you can't get it to work). S12 or S14 should hopefully appear in the top right hand corner, and you will be able to substitute the computer's goalie. All this can be done twice, so by then the computer's goalie should be a lot easier to beat.

WANTED!

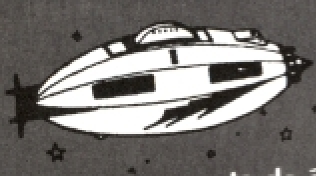
You. Well... not exactly you, but all your cheats, tips, codes, maps, solutions, how to do its, gamesnags for Auntie and anything else you can think of, really. There will be rewards beyond your wildest dreams (providing your wildest dreams are about winning computer games) for any complete solutions or guides we get round to using. My name is Rich Pelley, and I live at: ZERO, 14 Rathbone Place, London W1P 1DE. So send everything to me. Bye...

VIZ

What a great load of b******s *Viz* was. Lucky then that **Chay Thornburough** has come up with this little cheat. On the selection screen, type 'WHAT A GREAT LOAD OF B******S' (completing the last word to make a delicately important part of the male reproductive system). Then keys 1 to 5 will mysteriously allow you to skip to the appropriate level.



HOW TO DO IT



I gently reminded you what the How To Do It section was all about last month, so there's no excuse to be in any doubt whatsoever (not even the old 'but this is the first time I've ever read ZERO' excuse). Anyway, it tells you, of course, how to do something stupid and completely pointless in a game. This month, we proudly present: Phil Marley, *Laser Squad* and the incredible exploding house! Take it away, Phil...

Boot up the game, select 'The Assassins' and a two player game. Arm everybody with no armour, but load them all up with as many grenades each as affordable. Place both players' men around the house in a line commencing from one of the entrances. Now, by dropping all the grenades without priming them, make a long line of explosive devices, covering as much area as possible.



Here's the good bit. Pick up the first grenade in the line, prime it, drop it, gather all the men and run like, er... sugar. Watch the chain reaction as the first grenade explodes, causing a mass chain reaction and overall complete mess. Experienced vandals/pyromaniacs might like to try it again with the Moonbase Assault – aiming to set off all the gas cylinders as well. Good, eh? Any more offers?

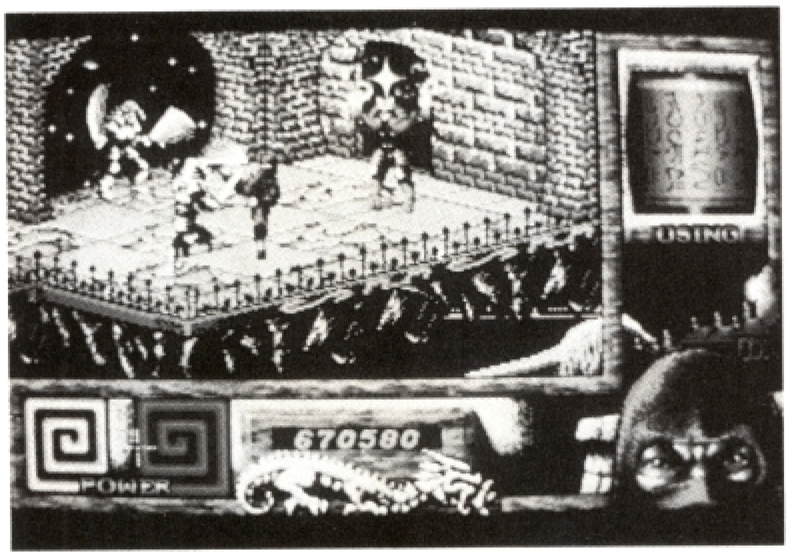
IMPROVE YOUR HEX LIFE!

***Jon North* introduces three new Amiga routines sent in by *Mark Lawrence,* a name you hexters should remember from the dim and distant past. Anyway, here are his numbers...**

LAST NINJA 2 (AMIGA)

This first short program gives standard infy lives. Bung it into AmigaBasic, SAVE it to a blank disk for future use and RUN it with your game disk in DF0.

```
10 REM Last Ninja 2 by Mark Lawrence
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 89
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01143264 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
2C78,0004,43FA,0098,7000,4EAE,FDD8,4A80
90 DATA
6602,4E75,2F00,7202,7002,4840,4EAE,FF3A
```



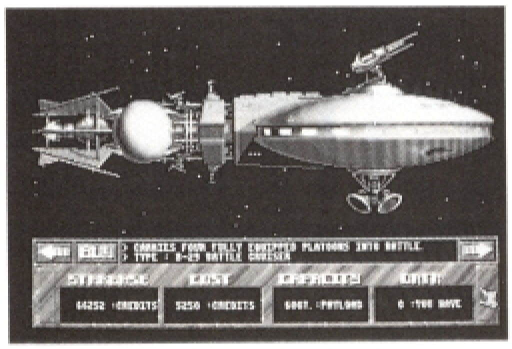
Need infy lives for *Last Ninja 2?* You got 'em!

```
100 DATA
2C5F,2E00,67EC,487A,0082,221F,243C,0000
110 DATA
03ED,4EAE,FFE2,2200,67D8,7602,4843,2407
120 DATA
2F00,4EAE,FFD6,221F,4EAE,FFE8,2C78,0004
130 DATA
4EAE,FF6A,41F9,00DF,F000,303C,7FFF,3140
140 DATA
009A,3140,009C,3140,0096,207C,0000,BBC4
150 DATA
D1C7,30BC,4A6E,317C,4A6E,0ADA,41FA,0006
160 DATA
43F8,0500,701F,6008,2047,43F8,0600,70FF
170 DATA
4869,0004,32D8,51C8,FFFC,205F,4ED0,646F
180 DATA
732E,6C69,6272,6172,7900,4446,303A,4741
190 DATA 4D45,0000
```

SUPREMACY (AMIGA)

Mark's second routine gives infy credits (spook!) for this thing. Dead easy to use, just chuck it in and RUN it.

```
10 REM Supremacy by Mark Lawrence
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 121
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01517050 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
2C78,0004,7A40,E98D,7C30,7202,7006,E188
90 DATA
4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
100 DATA
4680,67F4,4680,49ED,0048,38C5,429C,38C0
110 DATA
93C9,4EAE,FEDA,28CO,288C,294C,0008,589C
120 DATA
4294,49ED,000E,1B7C,0005,0008,486D,0040
130 DATA
28DF,3886,41FA,008A,7000,2200,
224D,4EAE
140 DATA
FE44,4A80,66B2,224D,4BED,0100,
41ED,FF24
150 DATA
337C,0002,001C,20C5,20CD,4290,
3346,0012
160 DATA
4EAE,FE38,41FA,0016,45F8,0300,
2B4A,021A
170 DATA
703F,24D8,51C8,FFFC,4EED,000C,
45F9,0007
180 DATA
2000,41EA,0B50,6130,41F8,35FA,
45F8,0900
190 DATA
6126,50F8,35A6,245A,41F8,4304,
611A,31FC
200 DATA
6026,5E1E,33FC,6006,0000,9C3C,33FC,4AA9
210 DATA
0000,9D5E,4EF8,0900,30FC,4EF9,209F,4ED2
220 DATA
7472,6163,6B64,6973,6B2E,6465,7669,6365
230 DATA 0000,0000
```



Higher credit rating for Supremacy!

VOODOO NIGHTMARE (AMIGA)

The final routine is slightly more long-winded. Tap in the basic and run it with a blank disk in your drive and it will save off a little file called VOODOO (logical name, huh?), Now open a CLI window from Workbench and type 'VOODOO' to run your file and it will load the game and run it, but (surprise surprise) with an infy lives tweak installed.

```
10 REM Voodoo Nightmare by Mark
Lawrence
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 144
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)≐B:T=T+B
50 NEXT X
60 IF T<>01696254 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL
C(SADD("VOODOO"+CHR$(0)))
80 DATA
48E7,FFFE,43FA,0108,7000,2C78,0004,4EAE
90 DATA
FDD8,2C40,743F,E98A,5582,222F,0040,4EAE
100 DATA
FFE2,2200,6718,41FA,0026,2408,263C,0000
110 DATA
00D4,2F00,4EAE,FFD0,221F,4EAE,FFDC,224E
120 DATA
2C78,0004,4EAE,FE62,4CDF,7FFF,4E75,0000
130 DATA
03F3,0000,0000,0000,0001,0000,0000,0000
140 DATA
0000,0000,002C,0000,03E9,0000,002C,2C78
150 DATA
0004,43FA,009A,4280,4EAE,FDD8,2C40,4EAE
160 DATA
FFC4,41FA,006A,7620,7ED0,615A,4EAE,FFCA
170 DATA
41FA,005C,7601,7ED6,614C,41FA,007E,2208
180 DATA
4EAE,FF6A,E588,2640,588B,377C,4E75,007E
190 DATA
243C,7069,B190,4EAB,006C,377C,13FC,007E
200 DATA
377C,6042,003A,4CFA,001F,000A,48EB,001F
210 DATA
039E,4ED3,33FC,4A79,0000,843E,33FC,4A79
220 DATA
0001,1384,4E75,2200,2408,4EF6,7000,496E
230 DATA
7365,7274,2067,616D,6520,6469,736B,2061
240 DATA
6E64,2068,6974,2052,4554,5552,4E00,646F
250 DATA
732E,6C69,6272,6172,7900,7275,
6E00,0000
260 DATA 03F2
```

Well, you've seen it done – now you can try it yourself! (Snurk, snurk.) Send your (un-nicked) hacks to me, Jon North, at the usual address: IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Anything I decide to print gets its sender something unimaginably overpriced and overrated (or maybe you'll get a game if you're particularly unlucky). Anything I don't won't. Bye!

ZERO COMPLETE SOLUTION

DOWN WONDER

"Aaargh! It's out of control – it's bulging out all over the place!" cried *Mike Gerrard*. "I'm going to have to unload some of this on my readers!" So here you have it – the pick of Mike's mailbag. (*Thank God for that! Ed.*)



Here it is at last – the moment you all didn't realise you'd been waiting for: the first ever solution to *Wonderland*! And it's come all the way from down under in New Zealand. Well, I suppose being upside-down like that makes it easier to play this topsy-turvy game from Magnetic Scrolls. The lucky winner of a box of Toffee Fruit Allsorts (otherwise known as 'Sweet FA's') is **Helen Moore** of **Auckland**, who has appeared in these pages before, and will appear in them again, or I'm a monkey's uncle. (*Get on with it. Ed.*) So here 'tis...

START: Go East, Get the pear, W, W, Wait for rabbit, Follow rabbit across field, Down hole, Get jar.

UNDERGROUND: Move leaves and Get key, Go to hall and Get bottle from table and Get box from under table, Wait for rabbit, Get fan and gloves, Go to music room, Take music sheet when chair is near piano, Stand on chair and Drink potion, Open piano and Enter it, Get key and Leave piano before you grow again, Get C key, Go to closet, Open with C key, Get overall, Get hanger and card shoe, Go to hall, Open fan and use it, Wear overalls, Wait for rabbit, Open curtain, Open tiny door with G key, E.



Do you *really* want to go to a tea party with this bunch? Follow this complete solution and, er... you'll be able to.

GATES: Get stick and Go along wiggly path until you come to fork, Take fork.

RABBIT'S HOUSE: Go to rabbit's house, Get peg from line, Untie line, Take line, Open door and enter, U, Open clock and Get card, Look in basket and Get pouch, Go down to kitchen, Get egg, Get cup from cupboard, Go to garden, Move heap with fork, Get card, E, Put hanger in vice, Pull hanger, Open vice, Go to rabbit's bedroom (upstairs), Put music under door, Put wire in hole, Get music, Get key, Drop music, Drop hanger, Open door with key, Enter, Get bottle from shelf, Get gloves and fan from drawers and bed.

PALACE GROUNDS: Go to palace grounds, Get gardening gloves and Wear them.

BEAVER HOLE: Go to beaver hole, Enter hatch, Get lard from tub, E, Get tea chest, SW, Fold napkin and Take it, E, Get sack and Open it.

WALNUT TREE: Go to walnut tree, U, W, Tie line to limb, Drop line, D, Get hedgehog, Put it in sack and Close sack, U.



DUCHESS'S HOUSE: Go to duchess's house, N, E, Put peg on nose, Remove gazettes, Get card, Get lens from case on bookcase, NE, E, remove and Drop shoes, Get slippers from under bed and wear them, W, S, E, Pull rope, W, Get knife and key from table. THEN, ALL IN ONE COMMAND: Open cupboard, Get jug, Close cupboard. E, Pull rope, W, N, D, E, Open cabinet with glass key, Get pass.

FOUNTAIN: Go to fountain, Hold potion bottle in mist.

HORSE CHESTNUT TREE: Go to tree, Fill saucer with cream from jug, Get sugar.

MUSHROOM: Go to mushroom, Give sherbert to caterpillar (AND NOTE WHICH SIDE OF THE MUSHROOM GIVES WHICH EFFECT), Cut left or right side of mushroom with knife. (YOU NEED ONE PIECE OF GROWTH MUSHROOM AND THE REST, SHRINK MUSHROOM, PUT IN SEPARATE CONTAINERS AND KEEP TRACK OF IT.)

PALACE: Go to palace, Enter and Show pass to guard, Give pink gloves and fan to rabbit, W, Get hook from coat of arms, Go to conservatory and Get handle, Go

N UNDER
RLAND





Two pints of milk and a box of insects please (croak).

to throne room, Get growth chunk and Eat it, Stand on queen's throne, Pull bell pull, Get down, S, Get card, N, Go to kitchen, Get steak, SW, Open door with cellar key, NE, Ask chef about paper, Go upstairs to landing, W, Get card from pillow, Open queen's drawer and Get key, E, E, Open cabinet and Get bottle and lens, W, Go up to observatory, Get card from in telescope, Drop tea chest, Stand on it, Put large lens in large end and small lens in small end, Close one eye and Look through telescope, Turn it, Look (CONTINUE TURNING AND LOOKING AS FAR AS POSSIBLE), Go to secret tunnel again and Get key.

PUPPY: Go to the river section where the puppy is, Throw stick, E, W, Give steak to puppy, Get key.

WELL: Go to treacle well, Attach winch handle to winch, Get rope, Tie rope to jug, Drop rope, Turn handle clockwise, Turn handle anti-clockwise, Get jug, untie rope from jug, Drop rope.

UNDER FOOTBRIDGE: Go to under the footbridge and Get card.

TREEHUT: Go to treehut, U, Put arm in hole (GETTING CARD ROUTINE), W, D, Put hook in hole, Open trapdoor with hook, D, N, Get bottle, Get wedge, Drop wedge.

PALACE: Go to guardroom lockers, Open locker 10 with 10 key, Continue through lockers until you get boots, Get card, Go back to treehut through cellar.

TEA PARTY: Go to tea party through beaver hole, Through mad hatter's house, Stand on table, Eat shrink chunk, Get on teapot, Eat another shrink chunk, Enter teapot, Say something to dormouse, Get card, Leave teapot, Get down when big enough.

RABBIT'S HOUSE: Go to rabbit's bedroom, Dip brush in ink well, Paint egg, Open remover bottle, Dip brush in remover.

GIANT ELM: Go to giant elm, Open quartz bottle, Drink potion, Put egg in mouth, when big Drop breakfast egg in nest, Wait at least ten turns, Eat cake, Get flamingo when big. GET MORE SHRINK CHUNKS FROM MUSHROOM IF NECESSARY.

WALLED GARDEN PATH: Go to path by treehut, Remove brick with knife, Drop knife, Get card, Go to treehut, U, W, D, Get card, U, E, D.

OLD TREE: Go to old tree, Open door with silver key, N, Eat shrink chunk, Eat another one, Enter tiny door.

PALACE GARDENS: Go south and, when big enough, Help gardeners, Go to cliff edge, Wake gryphon, Listen to conversation, Go to pond, Go around pond and Open door with wooden key, Wear boots, S, Get card from pond, N, Remove boots and Drop them.

PALACE KITCHEN: Go to kitchen and Give ingredients to chef, Catch crystal key, E, Open crystal chest with crystal key, Get invitation.

PALACE GARDENS: Go to the croquet green (by the guards) and Wait for the game to start. Then go SW, and when it's your turn you should Wear the blue gloves, Get the hedgehog from the sack, Hit the hedgehog with the flamingo, Follow it, Hit hedgehog into hole, Get card.

TAILOR: Go to tailor and Give suit to him, Get key from overalls.

PALACE: Go to east hall, Close guard door and Lock It with guard door key, Go to kitchen and Open NW door with pantry key, NW, Get tarts and Go to central hall by courtroom.

COURTROOM: Note the order the cards are named in, then when asked to choose Start with the first card named and Continue in that order.

PIG-OUT ON ULTIMA VI

Robert Bacon is probably tired of people making jokes about his name, but he won't find me porking fun at him! (*Groan Ed.*) Anyway, he lives in Littleover, which is just a little over from Derby, and sent in 600 pages of tips on *Ultima VI*. If he sends me some more, I'll know it wasn't just a flash in the pan. Meanwhile, here goes with some of Robert's advice for making progress in the game...

Ask the Lord of each town about MANTRA + RUNE. The towns are Moonglow, Jhelom, Yew, Minoc, Trinsic, Skara Brae and New Maginica. To join the Thieves' Guild on Buccaneers' Den, Ask the lady in the sewers under Britain to retire. She will give you a belt. To become a member of the Silver Serpents on Serpents' Hold, Get a gem, a gold nugget and a magic shield. Take them to the armourer and Ask about the shield.

To join the Guild in Minoc, you must Go to Yew and Buy a log of wood from the woodcutter. Take it to the sawmill in Minoc and Get it cut. Then take the plank of wood to the Guild and Get it made into Panpipes. You need to know the Song of Stones: 678987 8767653. Powder kegs can be used to blow open doors, apart from the ones that are magically locked.



To get lots of gold, Go to Yew and then Go North East. You should come across some trolls by a bridge. Kill these and Take ALL the throwing axes and spears. Then go back to Yew and Sell all the axes and spears. Keep repeating this routine till you have all the money you need!

Before entering dungeons, make sure you have plenty of oil flasks to kill the slime. If you Search the drawers in the guard's quarters in Trinsic, you will find a crystal sword which can do 255 points of damage.

A final tip from Robert is that you should Visit the wizard above Skara Brae and then Buy the Unlock Magic spell as soon as possible, as without this spell you may not be able to get many important runes and good equipment. And we all want good equipment, don't we? Thanks to Robert for those *Ultima VI* tips.



B.A.T. RETURNS

I'm looking for a solution to a game that seems popular with Amiga owners: *B.A.T.* One of our weird readers who reckons his name is **Kojak Beardsley** is well and truly stuck in it, and wants to know what you do after meeting Lyddia (I could suggest a few things); how do you get into the drag flying place and fly one of the things; how do you get past the mean mutha blocking your way in the shady district as well as Club Xifo; how many hairs are in your beard; is your beard real; do you use gel or mousse?



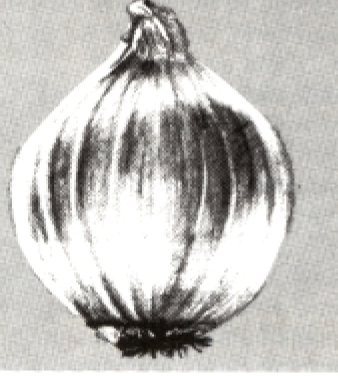
B.A.T. man required – apply to above address.

Hang on, hang on, I refuse to reveal my intimate secrets, but I will say that my beard is real. You don't think I'd wear something like this if it wasn't, do you? If anyone can help Kojak (good grief) with his *B.A.T.* problems, write to him at **132 Buckingham Road, Edgware, Middlesex HA8 6NA** and he'll probably send you a lollipop to say thanks.

A much more sensible reader stuck in the same game is **Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ,** so if anyone sends him a solution he probably won't send you a lollipop.

BEYOND HELP

"Aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaagh!!!!!!!!!!! Gibber gibber, Christmas trees, shriek, caterpillars, eek, gibber gibber." Thus beginneth the epistle according to **G. Hide of Thame in Oxon** – it's so nice to get a sensible letter from someone for a change. This chappy has been playing *Beyond Zork* on his ST for the last four months (wot, no tea-breaks or pee-breaks?) and at last has had to resort to asking the hedgehog for help.



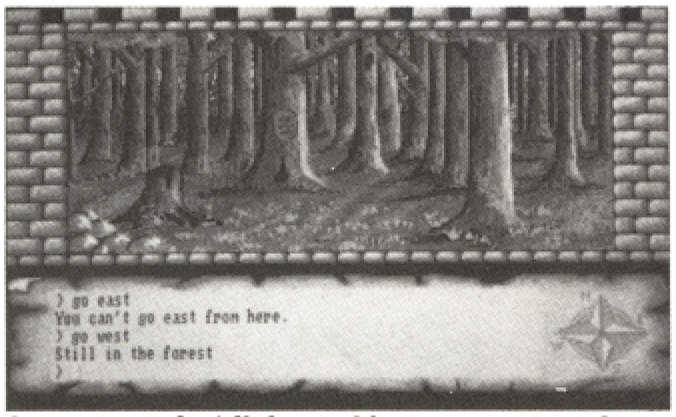
How do I get the crocodile's tear?
Ignore it.

What do the green runes on the amulet say?
Examine it through the bottle to find out.

Do I need the giant onion, and if so, why?
Yes you do – you need to cut it later in the game.

Where do I find a caterpillar?
You can turn a butterfly back into a caterpillar.

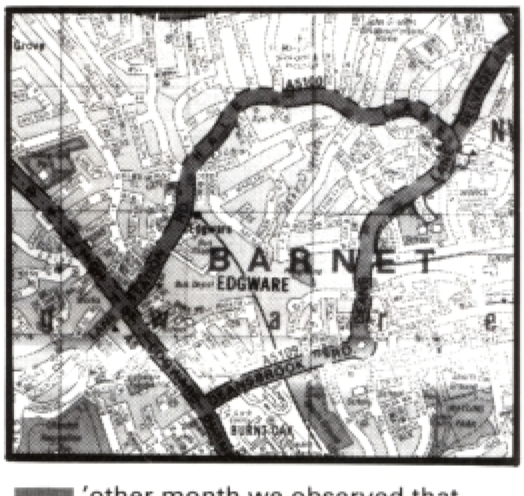
A DAMSON IN DISTRESS



Can anyone shed light on this *Dungeon Quest*?

Helen Moore is stuck. Not just in New Zealand, where she lives and where ZERO arrives about eight years late, but in an adventure called *Dungeon Quest.* It's a title I've never heard of, so can anyone out there shed light on her darkness? If so, either write to me or fold your helpsheet up into a paper plane and throw it in a southerly direction – towards **Helen Moore, 61 Barrys Road, Glendene, Auckland, New Zealand.** If you put a stamp on it, it might even get there – Helen deserves a bit of help as she's the one who provided the first ever solution to *Wonderland,* printed on the first page of this very section.

EDGWARE SWANKER



T'other month we observed that living in Telford turns you into an adventure-solving genius, but what is it about living in Edgware that rots the brain cells and leaves people with about as much intelligence as a dead dog? After one letter from an Edgware inhabitant calling himself Kojak, now there's one from someone who signs himself **"Sazly, Archmaster of all the Art"**. And he lives at **22 Beverly Drive, Edgware.** This one's the ultimate pot-plant, 'cos he sent me two tons of tips for "that utterly brilliant game, *Ultima V*", and asks me to send him in return a copy of... *Ultima V*? What a pillock! Oh... I see, he wants a copy of the ST version so's he can compare graphics with his PC version. What a swanker. (Am I allowed to say that, Ed?)

Still, there's hope for Sazly The Swanker – at least he shows he can play a bit. Tip One is to give you the names of these Shadowlords:

Hatred = Astaroth
Falsehood = Faulinei
Cowardice = Nosfentor
Four Eyes = Hank B. Marvin

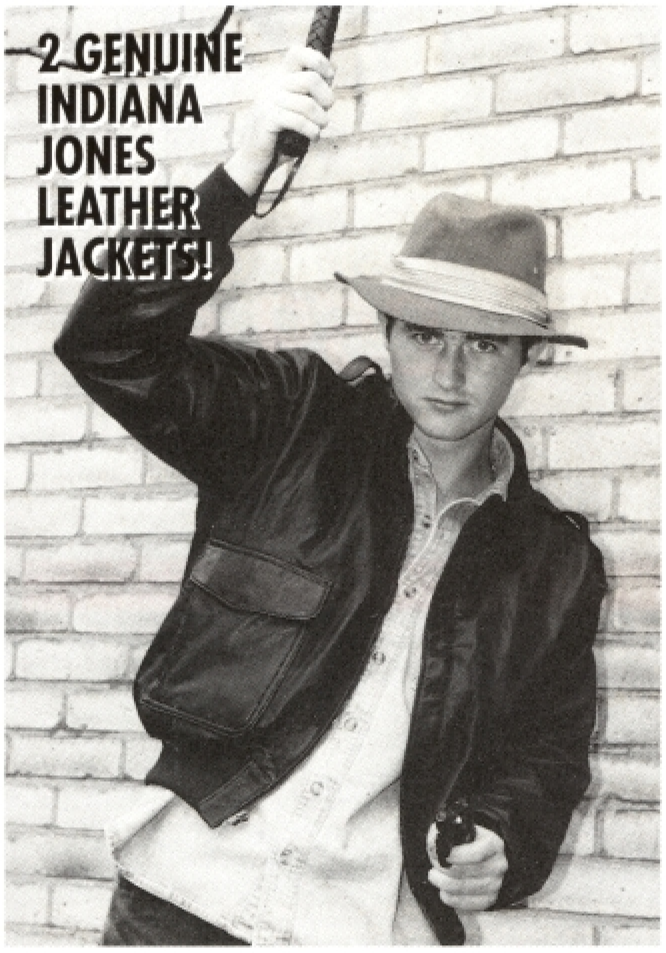
Tip Two is how to kill these nasty Shadowlords. Just yell their name in front of a particular flame, ie yell Astaroth in front of the Flame of Love in Empath Abbey. *Wait till he's on top of* the flame and use the shard of that particular Shadowlord on him.

Tip Three is to tell you where the Shadowlords hang out. It's called Stonegate and is located somewhere in the mountains above the lost city of love. The demon who guards it will ask you a question. The answer is 'well', but even if you get the answer right he'll still attack you! But he's just a taster for the danger you'll find inside. Here you'll have to get the spectre guarded by the Shadowlords. In order to do this, use the magic carpet which is in Lord British's chamber in Castle Brittania.

Tip Four is how to get the sex tart – no, I tell a lie, curse his handwriting – how to get the *sextant.* This is with the keeper of the Greyhaven Lighthouse, south of Trinsic. You must use the sextant to locate the shards.
Thank you, Sazly. You're a toff. STOP

PHONE FOR JONES!

WIN



They're big, they're bold and they're called US Gold! What's more, they're also the people behind the top Sega Master System treat, *Indiana Jones And The Last Crusade.* To celebrate its release, they're giving away a very essential piece of clothing for the dedicated round-the-world adventurer/explorer/train spotter – an Indiana Jones leather jacket!

You know how it is, you've got a long system of secret underground passages to navigate in search of some stashed German loot and you're only wearing your old school kagoule. It won't keep you warm and dry in the catacombs – you need an Indy jacket! Or you're sword-fighting with some whirling dervishes in silly hats – that old kagoule won't protect you from their razor-edged blades – you need an Indy jacket. Or you're waiting in a drizzly siding in Pontefract hoping to spot the only diesel loco with an 'X' in its number – well, yes that old kagoule is perfect, but it's hardly likely to attract as much admiration and praise as a genuine Indy jacket. So, since such pastimes as potholing and sword-fighting are the sort of things most people do every day, it's a good thing US Gold is giving two of you the chance to win one jacket each. Twenty runners-up will each receive a fab T-shirt (not much cop for really daring escapades, but perfect for mild adventures in the summer months – nipping down the sweetshop for an ice-cream, perhaps, or catching the holiday express to Brighton).

WIN

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RULES

- Any employees of Dennis Publishing or US Gold found entering will be despatched to the Temple Of Doom.
- You won't get anything if you try ringing after September 30th 1991, except perhaps 30 lashes from a bull whip!
- The Editor spends a long time really mulling these things over so his decison is, like, kind of final.

KEEPING UP WITH THE JONESES

To win one of these much-sought-after articles of clothing, you'll have to solve this little brain teaser. Listed below are four famous singing Joneses. Even further below you'll find four lines from well known songs. Use your skill and judgement to decide which Jones would sing which line. Then get hold of a phone, ring **0898 299250** and give the number of the famous Jones followed by the letter of what they'd sing (eg 1-D, 2-B etc).

1 
Aled Jones

2 
Tom Jones

3 
Jesus Jones

4 
Davy Jones

A "Cheer up sleepy Jean, oh what does it mean..."

B "I'm walking in the air."

C "What's up pussycat? Whoa-whoa-whoa!"

D "Pleeeeeeeeease introduce yourself, International Bright Young Thing!"

20 TOP TELEPHONE TIPS

1 Always get the billpayer's permission before you phone, otherwise they will not be amused. Calls cost 34p cheap rate and 45p at all other times.
2 Make sure you dial the right number. If someone starts talking about your chance to have a bull whip – this has nothing to do with Indiana Jones, so hang up.
3 Remember to leave your name and address otherwise we won't have anywhere to send your prize (if you win that is).
4 Never immerse a telephone in a bucket of hot caramel.
5 Make up another 15 tips.

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  From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
  Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
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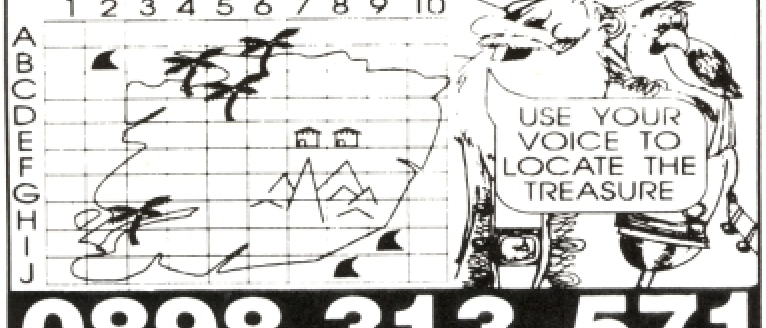
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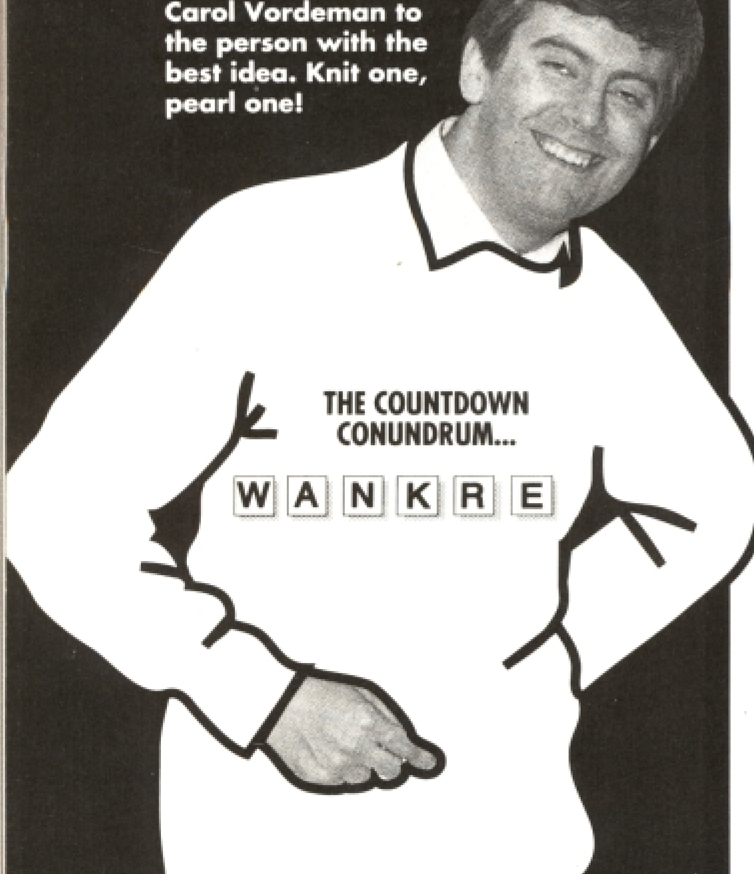
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1774. ATIC ATAC
1777. MENTAL IMAGE GAMES 1. Brill
1778. BATTLE PONG

YIKES! THE READERS' PAGES

Send all your old crap to Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE. There might even be a rather super free 'gift' in it for you (if we feel like it).

GYLES' JOLLY JUMPERS

You may remember that last month Gyles was sporting a rather super pullover, knitted for him by Mrs J T Buttermountain of Worcs. Well, she's sent in another – and being the cheerful funster he is, Gyles has put this one on as well. He loves it, we love it and we hope you love it too! If YOU have a catchphrase cardigan for the bubbly Conservative to don, draw it on the back of an envelope and send it in. Gyles will send a small, green plastic house from his Monopoly set and a signed photo of *Countdown*'s cuddly Carol Vordeman to the person with the best idea. Knit one, pearl one!



THE LOWEST JOYSTICK IN THE WORLD

The highest joystick records were shattered ages ago, but up until now the lowest joystick claims have been a bit pathetic (the best being from the Netherlands, taking place at about two metres below sea level – like the entire country). But now... well, if a picture paints a thousand words, then here are two thousand of them, courtesy of **Phil Jung of Thetford**.



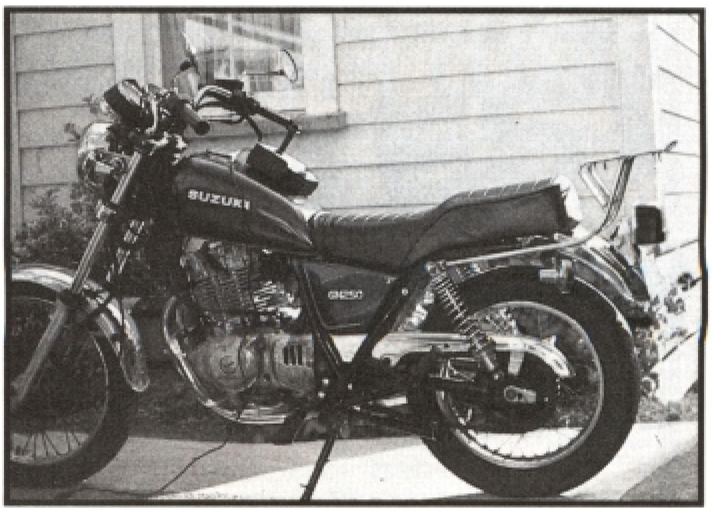


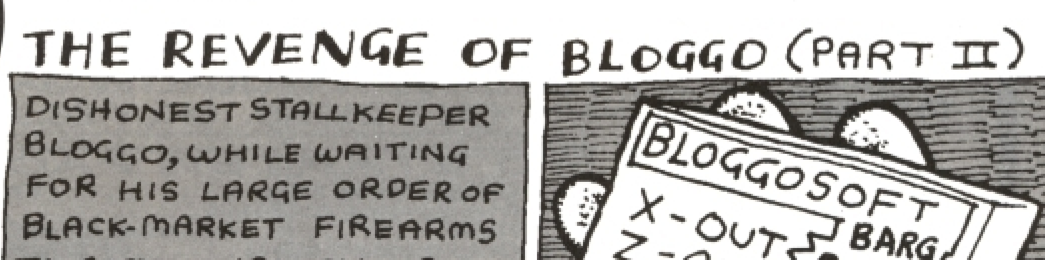
So, on that evidence, Hell's a tidy place where people write to one another. Trees exist and the inhabitants get around in right-hand drive motor cars (probably Austin Allegros). It's not too dissimilar to the Cayman Islands, in a spooky kind of way. Oh, and there endeth two thousand years of theological debate.

JOYSTICK IN THE MOST UNUSUAL PLACE

The previous entry from Hell almost won this title as well, but then another popped through our letterbox...

"What's so unusual about a joystick on a motorbike?" you may cry. Well, the unusual thing is that **BG Standen**, who sent the picture, comes from New Zealand. We didn't think you could even get *electricity* in New Zealand, let alone possess computers and motorbikes! But not only does BG Standen own an Atari ST and a Suzuki GN 250, but he also appears to live in a wooden house (rather than a cave) and there appears to be concrete of some description underneath his bike – it could be some sort of very primitive 'road'. It's incredible! Next they'll discover the invention of the television, and I bet they end up making terrible TV programmes. *(Ever seen* The Flying Kiwi*? Ed.)*





HOW TO CHAT UP A BIRD (USING FLAGS)

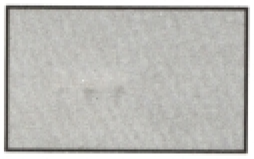
HOSTED BY JUDITH HANN AND MAGGIE PHILBIN

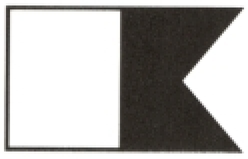
Judith: Good evening. Chatting up girls is never an easy task.
Maggie: Indeed. Keith – Chegwin, my husband – didn't really know what to say at all. But he persevered and won my heart. However, a 'normal' person would have found wooing me almost impossible.
Judith: Unless, of course, they were using flags.
Maggie: Yes, Judith. Using flags, anyone could have been 'Mrs Philbin' – if they were fully conversant with maritime codery.
Judith: Yes, Maggie. Here's 'Nigel meets Julie', a short play to show you how pennants can help you to 'pull' more 'chicks'. (With sub-titles for the – ho, ho – landlubbers amongst you.)

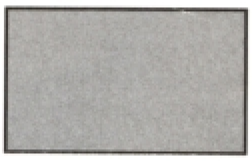


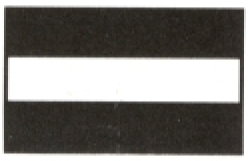
SCENE ONE

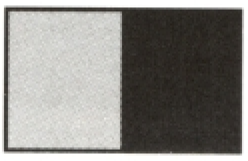
(Nigel is sitting outside the chip shop. Julie is standing in a bus queue over the road. Both have a full set of pennants to hand. Nigel makes his move...)

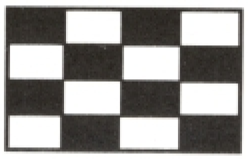
A 
Nigel: I request free pratique...

B 
Julie: Diver down. Keep well clear...

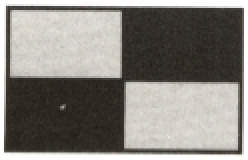
C 
Nigel: Repeat – I request free pratique...

D 
Julie: On fire – dangerous cargo, keep well clear...

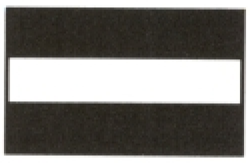
E 
Nigel: Communicate with me...

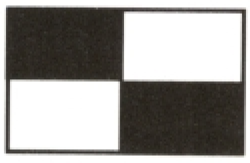
F 
Julie: No (negative)...

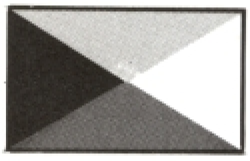
G 
Nigel: Altering my course to starboard...

H 
Julie: Stop your vessel instantly...

I 
Nigel: I am dragging my anchor...

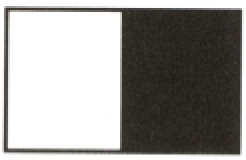
J 
Julie: Keep clear – manouevring with difficulty...

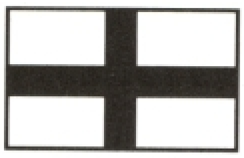
K 
Nigel: You are running into danger...

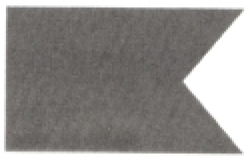
L 
Julie: Oh. I require a tug then...

SCENE TWO

(Later that night, back at Julie's place, on the sofa. The lights are dimmed and romantic music is playing in the background...)

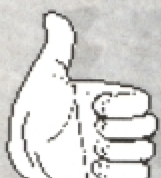
M 
Nigel: Pilot on board. I am shooting my nets...

N 
Julie: Stop and await my signals...

O 
Nigel: No. Discharging dangerous goods...

HOW TO BE VERY EXCELLENT INDEED

BY DAVE EXCELLENT



Hi! Dave Excellent here – excellent as ever. I was born excellent and just got better and better! For instance, when I was five, the helper at my playgroup passed some Lego around and asked us kids to make a 'choo-choo train'. When everyone had finished, all the models were placed on the shelf for the parents to view at the end of the day – 15 unrecognisable disasters, two laughable abortions and one work of sheer excellence that would have put Thomas Telford to shame. Some of the other kids were punished for not being as clever as me – not that they ever improved. But enough about my excellent kindergarten exploits and onto your challenges...

Dan Robinson of Littleover in Derby wants to know if I can "Direct an edition of TV AM and make it mildly interesting." No problem. First of all I'd get rid of Mike and Elaine and replace them with Ronnie and Reggie Kray, the violent East End gangsters. Their guests every day would be Nerys Hughes and Norris McWhirter. The brief for Ronnie and Reggie would be simple: "Do whatever you want to Nerys and Norris." The musical interlude would be supplied live by T'pau, but I'd make sure all the amps were wired incorrectly and that there were puddles of water all over the stage. Next question please.

I don't think that Dave's quite as excellent as he seems to think he is. Here's my little problem for him to solve...

____

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____

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NAME ________________

ADDRESS ________________

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POSTCODE ________________

BLACK SHAPE

The Alternative* Letters Page

Shapey here! My recent hibernation with George the *Blue Peter* tortoise was very restful but a bit on the boring side. So I'm back – with a few juicy revelations about the *Blue Peter* presenters (imparted by George, before he finally crashed out for a solid four months). You know John Leslie, the tall Scottish bloke? Well, he looks as if he's in his mid twenties, doesn't he? Not so, apparently. He's actually eleven, but suffers from a chronic pituitary gland disorder which, as well as accelerating his body growth, affects his gonads – he has to wear armoured Y-fronts! And then there's the secretion of milk from his nipples... but I must stop. There won't be room for your letters. More *Blue Peter* presenter facts next month.

Dear Black Shape,
I've noticed your magazine features computer games quite heavily and has quite a severe lack of guns. Why? Most games involve guns, so it is to this end that I have written the following Gun Review...
THE MAGNUM 357: The most powerful hand gun in the world. The 357 gives quite a kick and is not for the weak-wristed.
THE M-60: Quite a big one. This automatic rifle has an excellent range but suffers from being slightly on the heavy side.
THE UZI MICRO COMPACT: The mini version of the standard Uzi, this nifty little beauty carries a clip of 9mm shells and is favoured by terrorists.
THE HECKLER AND KOSCH AUTOMATIC: The most powerful sub-machine gun money can buy. A shell fired from this baby can pass through several layers of brick and still carry a thump. (You can shoot through a house and kill somebody in their back garden.)
End of gun review. Thank you for your co-operation.
Mazz, Swansea, South Wales.
● *You say that most games involve guns, but this isn't true – what about all those cutsie platform games? To this end I have written the following Girly Animal Review...*
THE BUNNY RABBIT: A fluffy and adorable creature? Not in reality. Get within two feet of a genuine one and the scabs really start to show. Dirty, smelly and vicious, the bunny is best handled by experts.
THE DOGGIE: Wide-eyed and eager to please, the family dog is a source of many forms of deadly bacteria, which it nurtures in its rear orifices and then joyfully transfers to your face with its tongue. The scamp!
THE PUSSY CAT: Vicious paws full of tiny retractable stiletto knives? Urine from Beelzebub? Need I go on? I expect you've got the drift by now. **Black Shape.**

Dear Black Shape,
Please help me. I awoke yesterday to discover a huge Norman castle towering above me in my back garden. I have attempted to move it but have been unsuccessful as it has English Heritage membership and will not budge.
Alex Cashman, Peterborough, Lincs.
● *Just dig a network of tunnels underneath the foundations. It'll take a while, but eventually the thing will come down on its own and no-one will be any the wiser.* **Black Shape.**



Dear Blacky,
I just wrote in to ask you what you thought of Radion Micro?
Daniel Turner, Millom, Cumbria
● *Radion Micro? Now you're talking.* **Black Shape.**

Dear Black Shape
As I sat at my window on a peaceful Sunday evening, with the sun setting in the darkening sky, I noticed a portly gentleman taking a stroll down the leafy lane which is my street.

I was surprised to notice that, in the opposite direction, walking directly towards the portly gentlemen, there was a child. This child was, oh, about twelve years old. As the two strangers came to pass outside my house, the portly gentleman paused to politely ask the youth the time.

Unfortunately the young lad had no watch – or any other form of time piece for that matter – and so he graciously apologised and went on his way.
It was then I fell asleep.
Robert Winter, Farnborough, Hampshire
● *It's special moments like that which make this funny old life worth living. You'll remember those few charming minutes for the rest of your life – and one day you'll be able to share them with your extremely lucky great-great-grandchildren.* **Black Shape.**

Dear Black Shape,
When I went to Silverstone for the British Grand Prix, I noticed that the event was sponsored by Fosters. Because of this, Fosters lager was being sold around the circuit and loads of louts were getting drunk. They were all laid out on the grass everywhere. As Fosters themselves say: "Don't you just hate it when that happens?"
Paul Simposon, East Grinstead, Sussex
● *I don't know – it gives you something to laugh at between crashes.* **Black Shape.**

Dear Black Shape,
Thanks to yourself and all hackers everywhere, my one companion in this world, the ZERO ST, is lost. Now I am alone. I must go instead to glean some happiness from Alan Bleasdale's *GBH*. Thank you.
Another ST, Crawley, Sussex
● *Julie Walters ruins GBH for me (the stupid old bag). Just because she's an 'old mate' of Alan Bleasdale, I don't see why he had to go and cast her as... but that's beside the point. The ZERO ST isn't lost – he's still here. I've given him a little 'ghetto' in my own column. In fact, here he is right now.* **Black Shape.**

WRITE TO THE ZERO ST

(A SENTIENT COMPUTER WITH A BAD VIRUS PROBLEM)

Dear ST,
I am a physics student who has been given a project. Can you help me out with the answer to this tricky question: "What happens when you pass too much power through something?" Well?
James Harrison, Swadlincote, Derbyshire.
● Hello. The answer is Robin Day (or a close facsimile.) Do you want some plasticine? Thank you very much.

*i.e. just as crap as it always was.

GIVE OR TAKE

The chatter stopped as he walked in, his piercing eyes scanning the crowd for the culprit. An Uzi 9mm automatic flashed out of his pocket – bullets sprayed in all directions, heads exploded in a dance of red mist. Sean laughed to himself – that had seen to people who wanted to SELL games in Give Or Take. "The public should know what to write in about!" he cried. So if you want to sell your lime green Chevette, or swop a goldfish sim for a wooden leg, this is the place to do it.*

HARDWARE

- Amiga A500, A501 expansion, external disk drive, a large number of games and PD disks, joystick and new mouse plus much, much more, £420 ono, Tel: (0733) 263481 after 6pm.
- Star LCID version II printer, manual, new ribbon + leads to connect to ST. Only £120. Buyer collects. Mr. S. Patel, 13 Harrowdene Close, Wembley, Middx, HA0 2JE.
- Swop Spectrum +2 128k, joysticks + 72 top quality games including *Gryzor, Platoon, 720°, Operation Wolf, Combat School, Road Blasters, Outrun, Target Renegade*, for Mega Drive + any cartridges or sell for £150. Phone Rob on (0752) 564082.
- Commodore C64 with £50 worth of extra games, Light Fantastic pack, free joystick, will sell for £200, still in box. Contact Paul on (0348) 874239.
- Atari 520 STE, plus over 20 original games inc. *Powermonger*, all manuals, demo + util disks, mags, joysticks, boxed, mint condition, still under guarantee, £220. Tel: (051) 342 4449 after 5pm, ask for Dave.
- GameBoy for sale. Boxed, as new, with *Tetris, Mario, Ghostbusters II, Final Fantasy Legend*, gamelight. All for £100 ono, phone (0763) 73137.
- Atari 2600, in good condition with five games, two joysticks, power units £30 or less. Phone Noor, on (071) 247 9921.
- Hitachi CCTV camera plus Digi-View V3 for Amiga 500, boxed, hardly used, £120 o.n.o. Phone Richard on (0453) 547934, after 6pm.

SOFTWARE

- Swap Amiga *Megatraveller* for *Monkey Island, PGA Golf, Cruise For A Corpse, SWIV, Lemmings, Super Cars II, The Immortal* or *Elvira*. Contact Stuart on (021) 7475016.
- Swop my *Continental Circus* and *Midnight Resistance* or *Chase HQ 2* (ST), for *Resolution 101* or *Super Cars 2*. Other games considered. Phone Ian on (0542) 51325.
- Amiga owner will swop *Days Of Thunder* or *Back To The Future II*, both brand new, for most games. Ring (0623) 796643 after 4pm, ask for Steven.
- Will swop brand new copy of *Elvira* for any flight sims or decent games. Write to: David Jasperse, 41 Wern Road, Skewen, Neath, West Glamorgan, South Wales.
- I will swop *F29 Retaliator, Ninja Spirit* and *Escape From The Planet Of The Robot Monsters*, for *Colditz, Gods* or *Billy The Kid* for either of them. Call: (Norway) 010 088 71505 and ask for Jorn. Call Now!
- Will swop *Kick Off 2* and *The Final Whistle* (originals) for *Hill Street Blues, The Killing Cloud, Pirates!* or other good strategic games. Phone: 5270884 or write a letter to Jonathon Rivers, 26 Byron St, Easington Coll, Peterlee, County Durham SR8 3RX.
- Swop ST *Corporation, Powermonger, Gravity*, or *Lost Patrol* for *Midwinter 2, Deuteros, Breach 2*, or other RPG/strategy games. Interested? Phone Dougie Hare on (0472) 603003 after 3.30 pm, weekdays.
- Amiga games to swop: six Sierra games, including *Space Quest I* and three other games including *Tetris* and *Vindicators*. Write to: Gavin, 8 Minster Road, Royston Herts SG8 5EW, or phone (0763) 247729.

LONELY HEARTS

- Gay ST owner wanted to swop chat, cheats and software with another male. Write to: Jonathan Parker, 22 Three Springs Road, Pershore, Worcs, WR10 1HR.
- Yo! All you Amiga guyz. Anyone out there want to write to an Amigan female? Send your letters on a disk to: Chrissie, Flat 3, 30 Kirkley Cliff, Lowestoft, Suffolk.
- Bored Amigan female wants disk based from around the world. Write to: Kimberley, 13 Lorne Park Rd Lowesoft, Suffolk NR32 ORD.
- Female Amiga owner and friend (both 15) seek male Amiga owner and friend (15 plus). Write to Nat and her bud at: 40 Holborn Avenue, Bangor, Co Down, Northern Ireland BT20 SET.

PEN PALS

- Animal crazy Amigan wants penpals for swops, tips etc. Write to: Moira, 13 Lorne Park Road, Lowestoft, Suffolk NR33 ORD.
- Woof! Woof! Send to me for Amiga swops, tips etc. Disk lists to: Manya, 13 Lorne Park Road Lowestoft Suffolk NR23 ORD.
- ST contacts wanted from around the world. 100% reply guaranteed. Write to: Asgeir Ruud, Nico Hambros VE19, 0969 Oslo 9, Norway.
- Amiga contacts wanted, send disk lists to: Martin, 25 Payne Street, Lowesoft, Suffolk.
- Attention all Atari 520 ST owners! I need a pen pal to swop tips, games, cheats or whatever. Send letters to: Gary Slatcher, 27 Rutland Avenue, Derby, DE7 3JF ALA.
- IBM contacts wanted for swopping. Preferably an Ad Lib or Soundblaster owner. Write a list to: Ole Jakob Skjelten, 6240 Sjøholt, Norway.
- Amiga contacts wanted. 100% reply. Help on coding required. Write to: 60 Bullocks Lane, Hertford, Herts SG13 8BT, or phone 0992 550023.
- Amiga contacts wanted from anywhere in the world. Send lists to Ric, 5 Hardwick Close, Highlane, Stockport, SK6 8DG. 100% reply guaranteed.
- Amiga maniacs everywhere, contact the hottest swapper in Europe. A.J. Donnelly, 26 Woodley Park, Kilmacud, Dublin, Ireland. 100% reply to those who send disks first. 99.9% to everyone else.

WANTED

- HELP! A typically poor (BSC HONS) student in English and Computing needs (very) cheap Amiga hard disk drive. Please help! Contact: Paul, 17 Briars Close, Long Lawford, Rugby, Warks CU2 39DW.
- Wanted: 1 set of trapeze ropes and a silver acrobats outfit. Please write to John at 10 Downing Street.
- Coder wanted for up and coming Amiga demo group. We have GFX, musicians and spreaders but need coders quickly. Please ring 0282 815903 if you can help. No lamers please!
- I am looking for artists, coders and fast swoppers to be a member in a new group. Send letters to: The Exorcist, Skipasund 6, 104 Reykjavik, Iceland.

FANZINES

- DNA magazine for PD freaks! £2, 3 disks full of utils, demos etc. Cheques payable to: F. Rees. Send orders to: DNA, 31 Windsor Street, Barrow-in-Furness, Cumbria LA14 5JR.
- ST Diskbox, the wacky new disking. Issue 1, only £2 on disk, from: Richard, 188 Coalburn Road, Coalburn, Lancashire ML1 OLT. So get writing and join the club, okay!
- *Byte Of The Action* is an amazing new Amiga disk-based fanzine, packed with goodies. It's only £2.50 so send a postal order to B.O.T.A, 23 Elizabeth Street, Accrington, Lancs.
- *Damn Fine Newsletter* – the only *Twin Peaks* fanzine in the country, theories, info, etc. Send £1, along with any letters, to: *Damn Fine Newsletter*, 16 Greenacres, Morton-on-Swale, N. Yorks.

MESSAGES AND EVENTS

- To anyone from West Hatch – especially Lamer – remember that Daniel Greaks is still king of the ST scene, and Andrew Mercer and Dambo Gravesod are both complete lame gits.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES.

- Mr and Mrs Fizarckerley-Jones wish to announce the arrival of their new rock, Henry. We love you, Darling!!!
- To Cuj, David, Amaya and Paul. Happy Birthday, Sean.
- I would like to announce the birth of a new rock band, The Wicked Pelicans, for hire, very good. Write to: Mike, Bank House, Main Street, Lairg, Sutherland, Scotland.

***Compiled by Sean 'The Weird Motorbike Courier From Hell'.**

STOP

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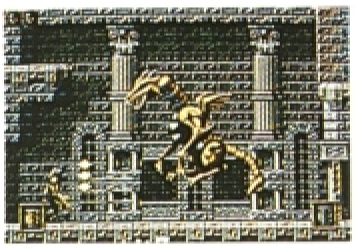
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SPEND SPEND SPEND!!!



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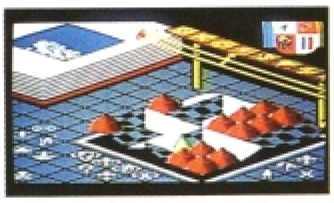


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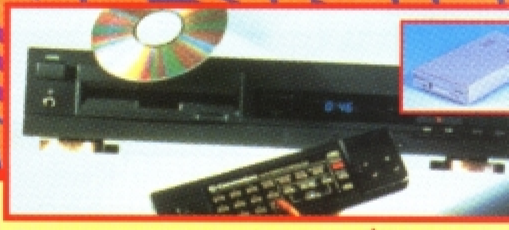
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